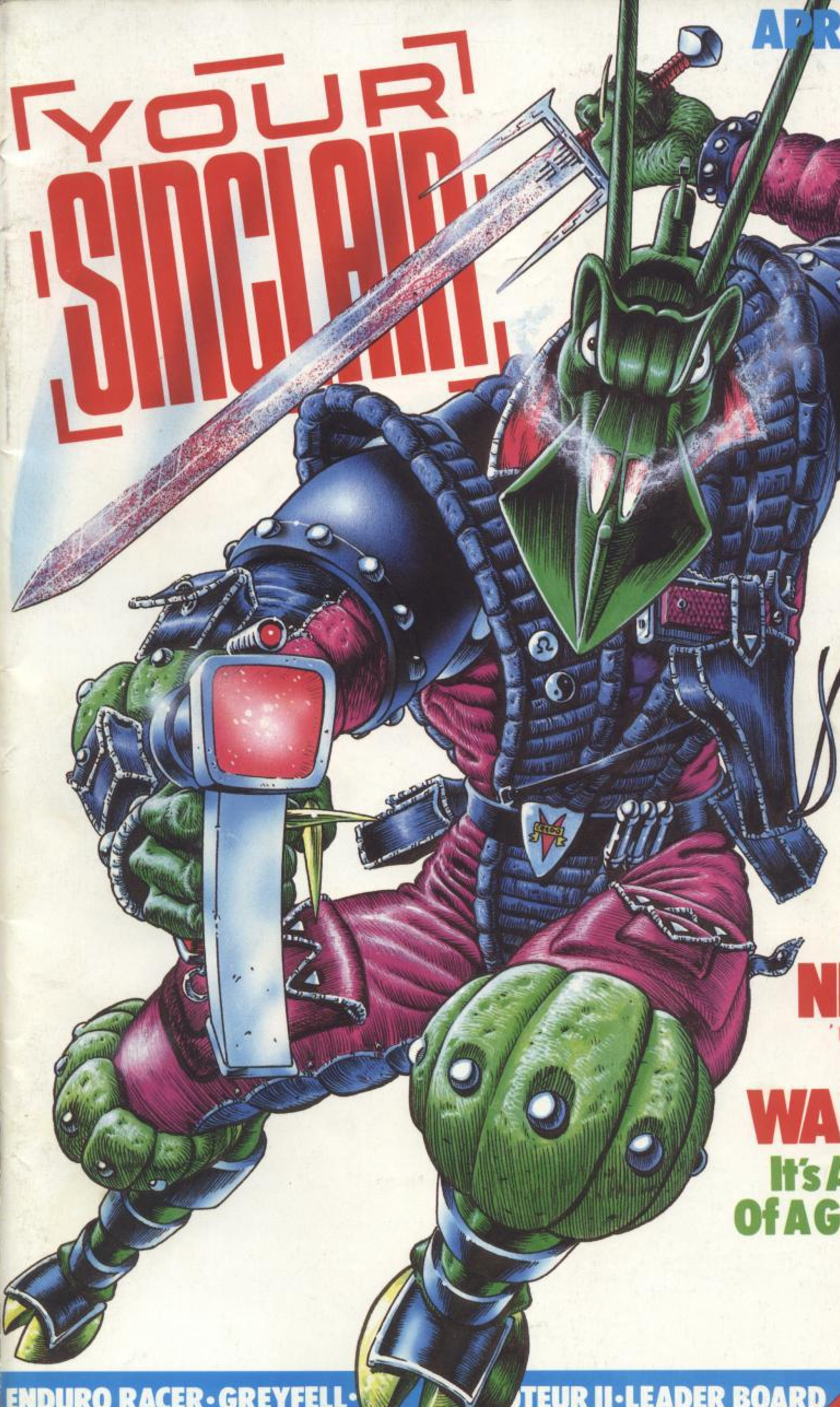
APRIL 1987 £1

YOUR SINCLAIR



RANA RAMA
The Complete Player's Guide

MARTECH'S NEMESIS THE WARLOCK
It's A Devil Of A Game

ENDURO RACER · GREYFELL · OTEUR II · LEADER BOARD
FLUNKY · HEAD OVER HEELS · NETHER E · TRAP · SHOCKWAY RIDER
INTO THE EAGLE'S NEST · FIST II POSTER MAP · DANDY & GAUNTLET · HINTS 'N' TIPS

COMMS
Get On-Line With YS


WARNING
TOO LATE!
WE WERE ABOUT TO WARN YOU OF THE DEVASTATING EFFECTS OF...
KRAKOUT
BUT WE MISTIMED IT!
A two way test of skill and nerve – can you outmanoeuvre the awesome ogre and blast a path through the myriad of colourful blocks and on the return, are your reflexes fast enough to retrieve the speeding missile, deflected from its block shattering journey or regurgitated contemptuously from the ogre's mouth.
Graphically brilliant. Compulsively absorbing. At the highest levels your skill and speed must be exceptional.
DON'T LET THAT HAPPEN TO YOU – GET TO IT BEFORE IT'S TOO LATE!
CBM64/128, Amstrad
TAPE £9.99 DISK £14.99
GREMLIN
Spectrum 48/128k, MSX
TAPE £7.99
Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4DS. Tel: 0742 753423
DANGER: 100 ACTION PACKED SCREENS MEANS THIS GAME IS OVERLOADED WITH FUN!!


WHATEVER YOUR STAR SIGN...
THE FUTURE HOLDS EXCITEMENT
STAR GAMES ONE
A 4-game compilation of outstanding hits.
1. THE WAY OF THE TIGER
1
Enter the world of Avenger, a Ninja warrior of unparallelled and deadly powers as he battles the forces of evil in defence of his faith and protection of the weak. Be calm and stay silent as the outstanding animation and unrivalled combat routines take you to levels of action you'd never have thought possible.
Gremlin Graphics Software Ltd
2. BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING
2
Participate in the challenge of BOXING Raw, iron twisting strength is definitely an asset. But for a shot at the title you'll need more than that, like strategy, finesse, lightening fast reflexes and a mental toughness that most games are afraid to require. So grab your gloves and come out fighting!
Activision Home Computer Software
3. BEACH HEAD II
3
The continuing saga pits allied forces against the renegade army led by the evil and power crazed dictator known as "The Dragon" who seeks vengeance on the forces who gave his army a stinging defeat and destroyed his fortress.
U.S.Gold Ltd
4. RESCUE ON FRACTALUS!
4
Your fellow pilots have been shot down on the very hostile planet of Fractalus. Flying your Valkyrie Fighter™ you scour the planet in search of your comrades while the enemy pursues you. The mother ship is signalling, you're running out of time. You've never faced a challenge as tough as this before.
Activision Home Computer Software
Star GAMES ONE
CBM 64/128 tape £9.99
disk £14.99
AMSTRAD tape £9.99
disk £14.99
SPECTRUM 48K tape £9.99
Star Games,
Alpha House, 10 Carver Street,
Sheffield S1 4FS. Tel: (0742) 753423
GREMLIN



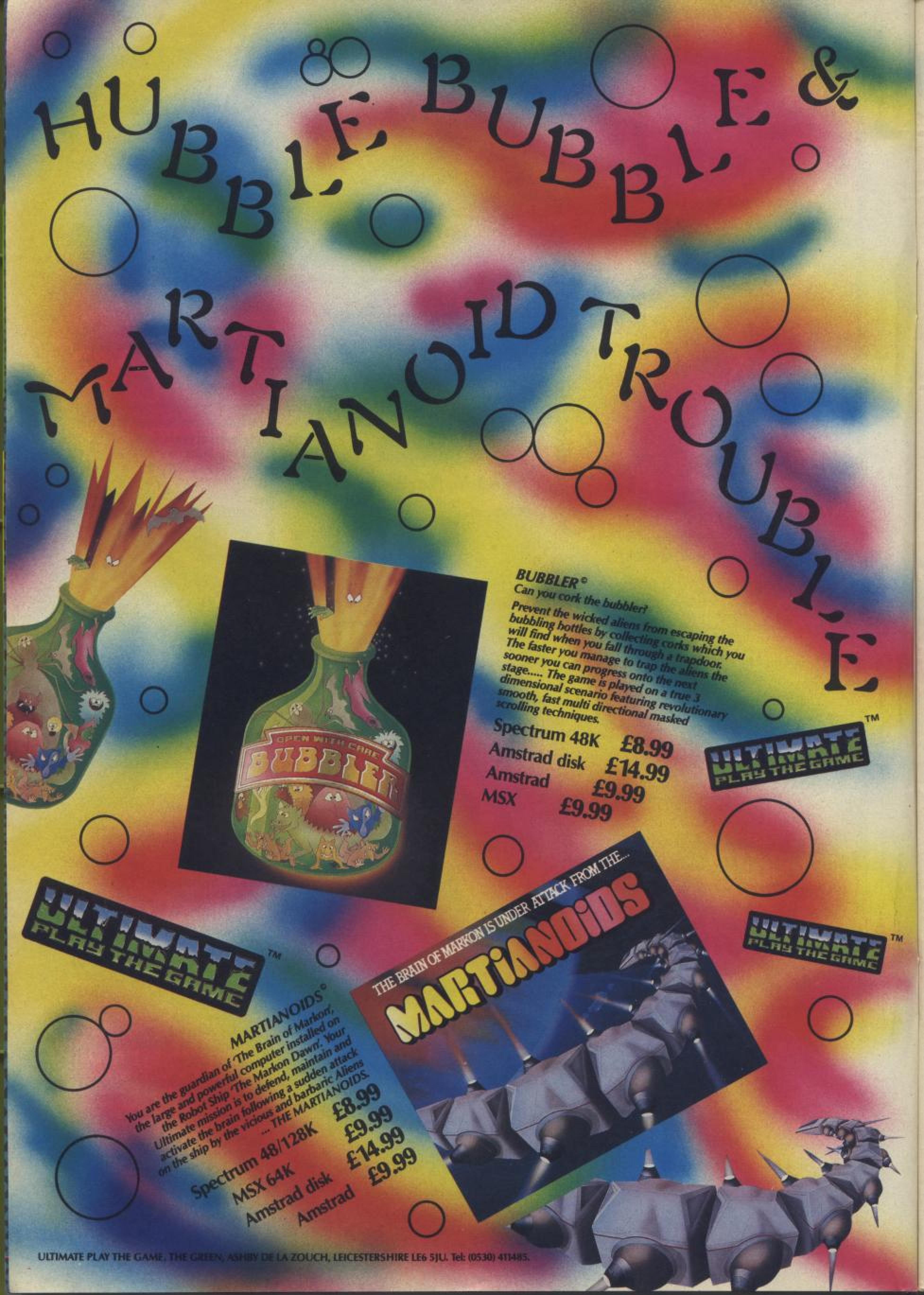
Screen after screen of the most addictive action and the most compulsive game-play.
ARKANOID
THE BLOCKBUSTER
Licensed from © Taito Corp. 1986.
Programmed for Amstrad, Spectrum, Commodore, Atari by Imagine Software
TAITO
COIN-OP
Taito's current Arcade Hit
now available for:
SPECTRUM £7.95
COMMODORE & AMSTRAD £8.95
ATARI ST & 800 £14.95.
Ask for ARKANOID
"The REAL thing"
at your local computer stockist.
Screen shots taken from Arcade version.
Imagine
..the name of the game
Imagine Software (1984) Limited
6 Central Street • Manchester M2 5NS Tel: 061 834 3939 • Telex: 669977

insideYS

TALK TO US

EDITOR Teresa Maughan
PUBLISHER Roger Munford
SUBSCRIPTIONS Suzie Matthews
01-631 1433
ADVERTISEMENT ENQUIRIES
01-580 0504/631 1433
Mark Salmon, Julian Harriott
***Your Sinclair*, Sportscene Specialist Press Ltd, 14 Rathbone Place, London W1P 1DE.**

Cover Illustration Bryan Talbot



HUBBLE BUBBLE & MARTIANOID TROUBLE
BUBBLER©
Can you cork the bubbler?
Prevent the wicked aliens from escaping the bubbling bottles by collecting corks which you will find when you fall through a trapdoor. The faster you manage to trap the aliens the sooner you can progress onto the next stage..... The game is played on a true 3 dimensional scenario featuring revolutionary smooth, fast multi directional masked scrolling techniques.
Spectrum 48K £8.99
Amstrad disk £14.99
Amstrad £9.99
MSX £9.99
ULTIMATE PLAY THE GAME™
OPEN WITH CARE
BUBBLER
THE BRAIN OF MARKON IS UNDER ATTACK FROM THE...
MARTIANOIDS
MARTIANOIDS©
You are the guardian of 'The Brain of Markon', the large and powerful computer installed on the Robot Ship 'The Markon Dawn'. Your Ultimate mission is to defend, maintain and activate the brain following a sudden attack on the ship by the vicious and barbaric Aliens ... THE MARTIANOIDS.
Spectrum 48/128K £8.99
MSX 64K £9.99
Amstrad disk £14.99
Amstrad £9.99
ULTIMATE PLAY THE GAME, THE GREEN, ASHBY DE LA ZOUCH, LEICESTERSHIRE LE6 5JU. Tel: (0530) 411485.

DRIP DRIP DROP LITTLE APRI



When is a watch not a watch? When it's a fabby new Seiko RC-1000 Wrist Terminal, of course! You mean to say you don't know what a splendid little database, diary, calendar, memo, and international time check it is? Where else could you get the phone number of the butcher, the time in Kuala Lumpur, all your appointments for the next six months, and a well 'ard full function alarm watch — all on your wrist! It's all made possible through the super little RS232 socket at the back of the Interface One, and a program to load into your Speccy so you can type in data to transmit to the watch. And it only costs a measly £44.95, from Data-Skip, Lange Willemsteeg 10, 2801 WC Gouda, Holland. It's just about time Frontlines had a new watch.



Sssssssh! *Frontlines* has a secret. Come over here and we'll tell you (pregnant paws.) Don't, whatever you do, tell anyone else we've let the cat out of the bag 'cos it'll be cat-astrophic and someone'll have kittens. Whisper... whisper...The Edge has just got the rights to bring out a series of games — shock, horror, probe — based on that cool cat, Garfield! The first release, *Big Fat Hairy Deal*, sounds purr-fectly wonderful and should be out in time for Easter. Meow!

Selections from PROF. I.M.A. KLUDGE's Dictionary Of Computing

(Part One of a regular series of unalphabetical jargonese for the hard of thinking)

bug, (bugg) *n.* A small defect in a program, which changes every time you use it. Usually disappears completely when you show someone else. (See feature, program)

game, (gAYm) *n.* A computer program which performs really complex mathematical functions, looks beautiful but does absolutely nothing.

hex dump, (heCKs-duhmp) *v.t., i. & n.* When the computer throws the program, which you just spent four hours typing in, into the bit bucket before you can save it. (See bit bucket)

utility, (YOO-tilli-TEA) *n.* A program which looks really boring and does something you could program yourself in Basic in ten mins. (NB. Usually reviewed on *Micro Live* as a State Of The Art program. ". . . and all this is done with a piece of silicon as big as my fingernail . . .")

feature, (fee-CHUR) *n., & v.t.* (esp. of utility programs) Honouring your errors as disguised intentions.

bit bucket, (BITT-buhKET) *n.* Mythical vessel supposedly under your desk to catch all the bits as they fall out of your computer. (i.e. when you switch off)

program, (proe-GRAMM) *n., & v.t.* Hastily assembled list of commands for a computer to follow. Usual product of programs (esp. games) is vast quantities of people who throw money at the people who write them.

To be continued . . .



Remember Sir Clive Sinclair? Yes, back in 1904, it was Old Beardie who was responsible for the Sinclair Spectrum, as well as other odd little inventions (fill in C5 joke here). But Sir Barmy doesn't give up that easily, and less than a year after selling out to Amstrad, he's got another computer out. It'll only cost £200, and it'll eventually be expandable to a breathtaking four megabytes of memory! Now for the bad news — you won't be able to play *Gauntlet* on it. The Z88, as it'll be called, is a lightweight laptop business machine, the sort you see men in suits using on transatlantic flights (club class, of course). It's even got a revolutionary new silent keyboard (that means rubber, chaps). Naturally it's not finished, but everybody's raving about it, using words like "breakthrough", "benchtest" and "integrated spreadsheet" How vulgar!



My first is in sow
My second in pigs
My third is in grunt
My last in Pork chops in cider and figs.
What am I? "Wgnp!" Peabrains, I'm *Oink*, the comic that's nearly as side-splitting as *YS*. And guess who's just licensed the title to produce the game, and probably the T-shirt, soundtrack and personalised boxer shorts? My first is in cauliflower... oh okay it's CRL. *Oink* should be trottering into the shops sometime in July — it'll be a snorter.

NEW! SPECTRUM +3

Amstrad's determination to drag our fave computer a-screamin' and a-scratchin' into 1987 continues with the news that that lump Sugar is planning a new assault on the Speccy market. And after the +2, you won't be surprised to learn that the new one's called... the +3! Hey, he can count! This one comes complete with a 3" disk drive where the cassette recorder should be, so we might finally be able to enjoy games like *Little Computer People* without waiting four hours for it to load. What's more, it'll set you back a mere £200. Keep your eyes glued to these pages for further details on the new machine. Ugh — we can't see!

frontlines

BOLT UP!



Got a headache? You never know, it may be that bolt through your neck. And it's wise to get suitably attired, 'cos CRL is about to launch its new adventure, *Frankenstein*, on an unprotected world. Unfortunately we can't quite run to bolts, but you can win an amazing Frankenstein mask plus a copy of the game (we've got ten of each to give away) by answering this simple question:

Who was Frankenstein — the monster or its creator?

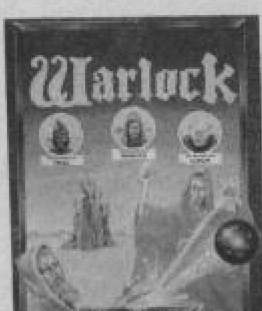
Send your entry on the back of a postcard to Doin' the Monster Mash Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Hello, my name's Choo..Chee..well, that's not important right now. You probably never thought I could talk, did you? Well, below this butch inarticulate exterior, there's a sensitive intellectual person with a fondness for Japanese cooking and interior decorating. It's all Equity's fault — they won't let you say "Right ho squire" on film unless you're British and I come from the planet Rigel 4. Still, that's not why I wanted to talk to you. Apparently that corking old arcade game *Star Wars: The Arcade Game* (good name, that) is finally coming to the Spectrum, courtesy of Domark. Of course I don't feature in it. That's why I'm here holding up Domark's Dominic 'okay, yah' Wheatley. Unless I receive 100 tons of fresh bananas, two litres of Perrier with a twist of lemon and a Mark 1 Whizzowhoosh Space Cruiser, I'll blow... my nose!





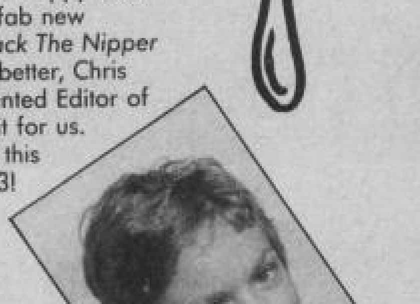
Suffering from insatiable ferocious, violent hunger? (*Oh yes! Ed*). So's this mutant little creature 'cos all the food's run out. He's known as Sqij to his mates (not that he's got many, they might nick his nosh). Coming soon to wreak havoc on the world — *SQIJ!* from Alpha Omega's Power House. Sqij 'em flat, lads!



Are you tired and listless? Do your magic spells fizzle instead of flash? Are you bored and irritable? It could be that you don't know where your Orb is! Being an evil Warlock isn't all beer and skittles, and it's not until something like this happens that you really wish you could lay your hands on that stupid orb...The Lord Of Light is turning all your warriors and followers to GOOD, so until you can find that Orb...well, you might as well give yourself up. *Warlock* is the very newest "multi-role arcade fantasy" game, coming soon from The Edge.

RAUNCHY FROLICS OF A TODDLER!

Coochie ccoochie coo! Gurgle, gurgle. Nappy noo nahs. Starting this month we've got a fab new cartoon starring that nawty toddler, *Jack The Nipper* from Gremlin's spanking game. Even better, Chris 'go-ahead' Donald, the extremely talented Editor of the very nawty organ *Viz*, is drawing it for us. Imagine our surprise when he sent us this mugshot — you'd never believe he's 53!





Trainspotters Through History

Second in a series. In conversation with the world's greatest ever trainspotters.

2: Ronnie Corbett

"Hello. (Snort) Good evening, and welcome to my chair. It's a very uncomfortable chair, and you're welcome to it! Ha ha. I don't know if you know this but.. well, you see my producer Timmy (wave hands) is something of an enthusiast... you know, he likes things that are long, black and steamy. Ha ha. (Pushes glasses up nose) No, not Daley Thompson, trains! He's a trainspotter, silly. But then aren't we all? (Wiggle in chair). Anyway, so he told me this joke about trainspotters the other day... it was quite funny but... ha ha... you know I just... ha ha... can't remember what it was. Oh yes, that was it... 'How do you break a trainspotter's finger?' No? No idea? 'You punch him on the nose!' Ha ha ha ha ha. Well I thought it was funny... And, it's goodnight from me and probably from him!"



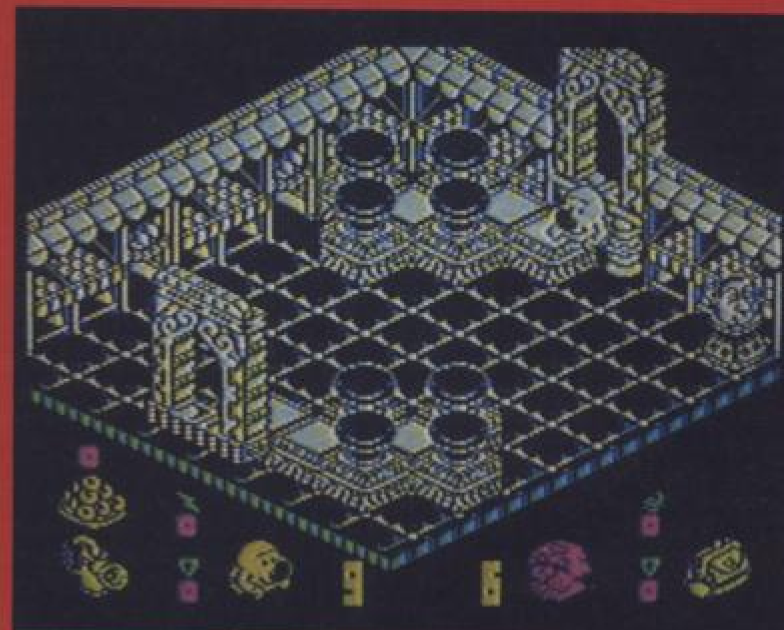
FUTURE SHOCKS

HEAD OVER HEELS

Light years away from the solar system, the Blacktooth empire (obviously been eating too many sweets) rules over its crushed and defeated subjects. Nearby, citizens of the planet Freedom get a bit worked up about signs of military expansion on Blacktooth, and send in a spy to cause unrest on the slave planets. Well, two spies actually — one's called Head and the other Heels. Like all Freedomites (Freedomions? Free-men?) they are a pair of symbiotic animals who've adapted to living on top of each other (*Nawty! Ed*). They are the Freebies' only hope.

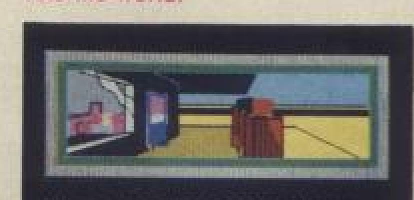
Slight problem, though. Head Over Heels get caught, separated and imprisoned in the castle headquarters of Blacktooth. But all is not lost 'cos their cells contain some keep fit equipment including a wall ladder that Head must learn to climb. It's up to you to get them out of the castle so they can rejoice and rejoin. Then it's off to the Moonbase headquarters where you must try and escape back to Freedom, or if you're a hero, teleport to the slave planets to search for the lost crowns.

Sounds weird, huh? Ah, but this is the latest game from the warped minds of Jon Ritman and Bernie Drummond, the geezers behind the all-time classic *Batman*! And we're promised a 3D extravaganza with amazing graphics that lives up even to the stratospheric standards of that great game! Drool, slobber! (No release date yet, but it won't be long...)



Four Minutes to Midnight

It's four minutes to midnight and civilisation as we know it has come to an end! (BBC 1 has just closed down.) That's the storyline for the new adventure from 8th Day Software. 90 percent of the world's population has been wiped out by a bacteriological disaster (sounds like they ran out of Domestos to us), but some people have survived — immune to the strain of the super-plague set free. You must journey across America, recruiting the people you meet to form a band that will re-establish themselves in the wake of disaster (and we don't mean Status Quo).On your journey, you'll also come across silos of nuclear missiles which are unguarded and can be dis-armed, so you can free the world from the threat of nuclear weapons for good. Yaaay! *Four Minutes To Midnight* is out now and it'll set you back £2.99 — not much to pay for a chance to rule the world!





KORONIS RIFT

Koronis Rift? Don't ask us but it seems that Activision has just released a new game about a mega-amazing heavy metal band full of long-haired hippies with speech impediments... er sorry... (*Sassen... frassen... blah... Ed*). Oops, we've made a boo boo (Okay Yogi) – it's actually called *Koronis Rift*. This 'ere rift is a place, not an argument, though there'll be one hell of a barney if the Guardians of the Rift catch up with you. After all, as a Techno-scavenger (a sort of intergalactic Steptoe) you shouldn't really be there. Get past those Guardians though and the pickings are rich (ugh!) though you'll have to plan which ships you're going to loot very carefully. *Koronis Rift* is a fast moving action-strategy game from Lucasfilm and it should finally be making an appearance later this month (honest!) priced at £9.99.

Tobruk

Right chaps, here's the gen. Our chaps have taken Tobruk and pushed Johnny Nazi back to Gazala. Now our sapper johnnies are laying half a million mines over a massive strip between Gazala —

"Sir, isn't that some sort of corn oil?"

Belt up, yer blithering idiot. Now where was I?

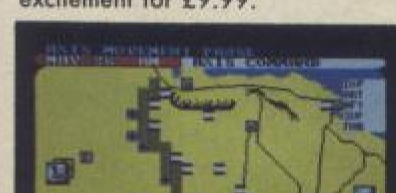
"About a foot to your right, Colonel."

Thanks... massive minefield between Gazala and Bir Hachiem. Now from intelligence reports we've learnt that that blackguard Rommel is planning to launch a Hun offensive before we've finished laying the mines. Typical Boche dirty tricks department. So what are we going to do, men?

"Lose, sir?"

Hmmm, good thinking, Carruthers.

Tobruk's out now from PSS — loads of strategy and arcade excitement for £9.99.





MONSTER MEM

GET YOUR HANDS ON THE NEW SINCLAIR 128K +2. BEFORE EVERYBODY ELSE DOES.



The new 128K ZX Spectrum +2 is more than just a monster memory.
It's the ultimate family computer.
With a built-in datacorder for easier loading, superb graphics capability, two joystick ports, a proper typewriter keyboard and more games available than you can shake a joystick at (well over 1000 software titles, in fact).
Better get your hands on the new 128K ZX Spectrum +2 soon.
Before they do.

£149

ORY · MONSTER VALUE

Available from: Allders, Boots, Clydesdale, Comet, Connect, Co-op, Currys, Dixons, Electric Supreme, Laskys, John Lewis, John Menzies, Power City, Rumbelows, Ultimate, WH Smith, Wigfalls, and good independent stores.

We recommend Sinclair Quality Control Software.

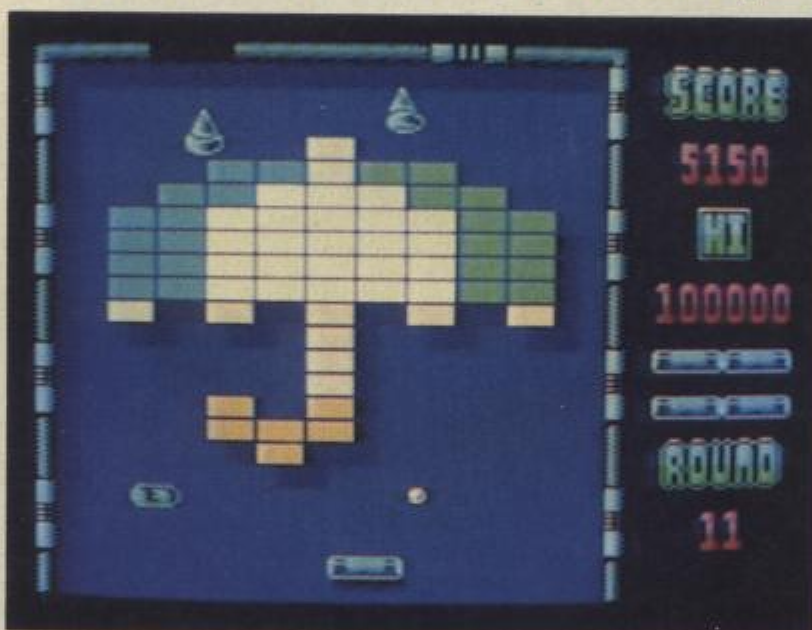
To: Sinclair, P.O. Box 462, Brentwood, Essex C14 4ES.
Please send me more information about the Sinclair 128K ZX Spectrum +2.
Name ______________________
Address ______________________

sinclair

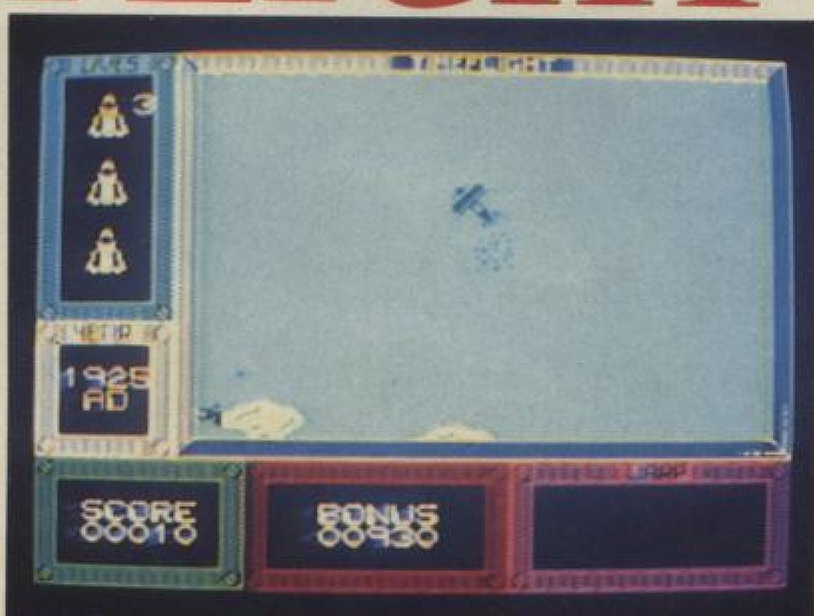
FUTURE SHOCKS

ARKANOID

You've played it in the arcades, you may have won it in *YS* and now it's on the Speccy! *Arkanoid* is Taito's ludicrously addictive updating of Breakout, the arcade game that only the Managing Ed is old enough to remember. You know the one — battering the bricks and bouncing the ball off your bat, yet eight billion times more fun. Even though it does 'ark back to the earliest days of joystick juggling, you won't be anoid by Arkanoid. 32 screens of wall-battering fun — do we really deserve it? Ocean obviously thinks so, 'cos it's releasing it later this month for just £7.95. Coo ur gosh!



TIME FLIGHT

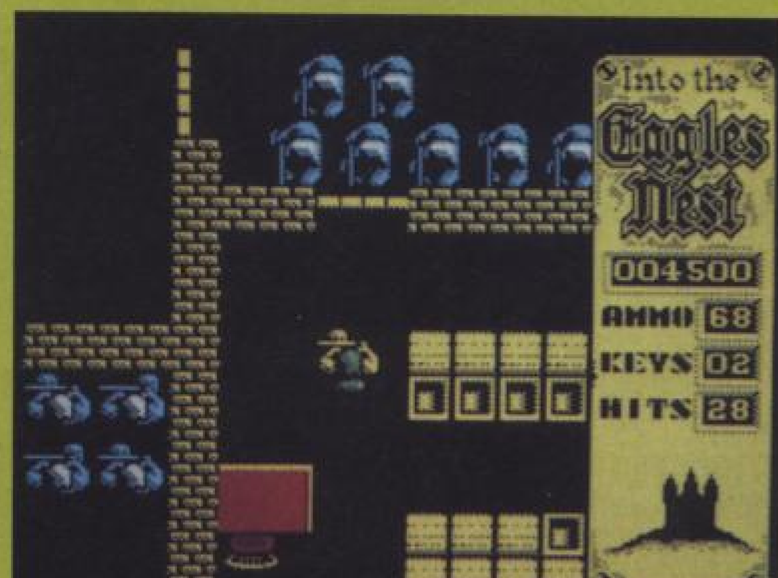


Have you got the time? 'Cos Alpha Omega's got the inclination with *Time Flight* — its latest frantic arcade game. Collect the letters W, A, R and P to go through into the next Time Zone, zapping various meanies as you go. You begin with a bi-plane and progress through the levels to a spaceship where the game gets real hard. In fact it's so hard that Alpha is offering a special prize of a rare autographed copy of *The Science Fiction And Fantasy World Of Tim White* for the top scorer of 1987. *Time Flight* is out in March at £1.99 — what are you waiting for?

INTO THE EAGLE'S NEST

Have you got eagle eyes and groping hands? You have? Well, you must be an action man (*Wallop! Ed*) and just the right person to play Pandora's new release *Into The Eagle's Nest*. You're a man with a mission to infiltrate and destroy the stronghold of a top enemy commander. If you manage that you've then got to rescue three fellow saboteurs held prisoner in the bowels of the fortress, and purloin as many of the antiquities as possible from the commander's private collection, and they don't include Ronnie Raygun!

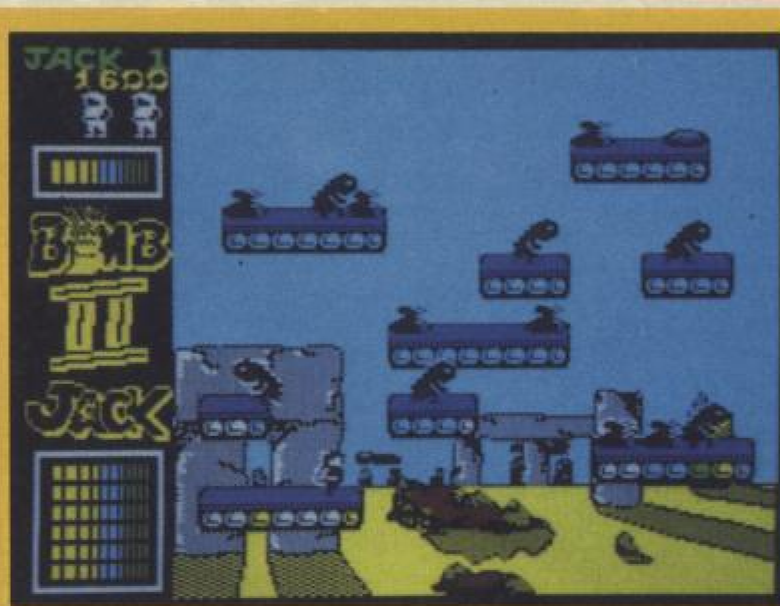
Although you may spot certain graphical similarities with another famous Speccy game (*What, you mean the one beginning with G and ending with auntlet? Ed*), *Into The Eagle's Nest* is a much harder and more challenging shooter. There are eight levels, but you can only sustain 49 hits without medical assistance, so you need to be mega-careful whenever you're dealing with the eight billion guards on patrol. And you've only got 99 bullets to fire about, which rules out indiscriminate zapping. Still, you'll have to take our word for it for now, 'cos it's not out until the end of March, when it'll cost you £8.95.



Okay, it does look a bit like the big G, and some of the features are very similar. For a start, Yale be a chubb not to pick up any keys that're going — you'll need 'em to get into the most important rooms. But tactics are another matter. With only 49 hits before you turn your toes up, it's wise to keep clear of the guards. Fortunately you can shoot them from a distance, so keep away and fire. You'll need two shots to finish them off.

FUTURE SHOCKS

BOMBJACK II



"Name?" Ron Noggis. "Occupation?" President of the Association of Allied Trainspotters, Engine Watchers and Coach Inspectors. "Specialist Subject?" Spectrum Games. "Thank you, Mr Noggis, you have two minutes on Spectrum games from... now. Who released *Bombjack* to great acclaim and success in 1985?" Elite. "And what's the forthcoming sequel to that game, featuring superhero Jack fighting his way through 40 screens of arcade action from reptile-infested lava pits to outer space?" Er...*Commando 87*? "No, that's not due for a while. Try again." *Trojan*? "You're not supposed to know about that — it's a secret." I read it in *YS*. "Then you should know about *Bombjack II*, you ignorant pillock. Not only do you get 40 brand new screens, you also get the original game on the other side! And you know nothing of this! Don't you read a word of *YS*? You..." Beep beep beep! "...I've started so I'll finish. You miserable little specimen of microcephalic sub-human detritus. Thank you, Mr Noggis, you have scored no points."



TOMB OF SYRINX

Blocked up nose? Got the snuffles? Tombs make you breathe more easily! Especially the *Tomb Of Sinex*, sorry *Syrinx* from Alpha Omega. You're entombed in a tomb, funny that, and unless you fancy being a corpse you must find your way out. Armed only with a laser gun you must locate the five golden keys of Syrinx, but beware the Immune Guardians — they never get a cold! Can you escape? Course you can, Malcolm! *Tomb Of Syrinx* costs £1.99 and should be out by the time you read this. Atishoo! Thanks!

SABOTEUR II



Little girl lost? Hardly! Our heroine is a black-wrapped figure of death, a bottomless pit of fatal ninjaries! (groan!) In her search for her brother's killers she must destroy the giant guards which patrol the complex... look, is that one behind the packing case? Look out behind you!

Remember Sab? Pity he copped it at the end of the original game. But all is not yet lost. (Is it ever?) Sab's sis Nina is on hand, and you're playing her (sorry boys, this is woman's work). Your mission, Jim, should you choose to accept it (not that you've got much choice) is to fly into the enemy camp on your hang glider and foil the baddies' plans to nuke an unnamed city.

You do this by collecting bits of paper tape on each level, while beating up anyone who gets in the way, of course. When you've got the lot, you're given the code for the next level and then it's onwards and upwards until you finally reach the master computer, from which you can sabotage the missile. In between there are guards to kill, dogs to avoid, electric fences to switch off, motorbikes to find (well, one anyway) and lots of weapons to pick up and use on the assorted thugs. The graphics look pretty lively, though they're not completely finished yet. *Saboteur II*'s due on 26th March, priced at £7.95. You can't ninje at that, can you?



FLUNKY

Cor, worra Flunk! It's Flunky, the star of Piranha's new Don Priestley game of the same name. Flunky's flunked out and decided to apply for a job as a footman at Buck House. With more smarm than Nicholas Parsons he's purrfect for the job and enters the Palace with more ease than Michael Fagan. As a rather lowly flunky he must light the Queen's fire and turn on her lights but first he must avoid getting ratted by the coniferous rat, evergreen in the cellars. Once he's done that he's dressed by the Major-domo and it's into the Palace to do what a flunky's gotta do! Along the way he'll meet a right royal bunch such as HM the Queen, Merry Margeret, Phil the Greek (*What with? Ed*), Randy Andy and Big Ears, sorry, Prince Charlie (*What a Noddy joke. Ed*). If he carries out their orders he'll be rewarded and rise in the Flunky ranks. Watch out for *Flunky* in May – you'll be amused!

FUTURE SHOCKS

CYROX



Tense nervous headaches? Throbbing pains after a hard day's work? Stiff, painful bits? Relax in a Cyrox bath or better still have a butchers at the screenshot. The Galactic Federation needs you! Silas Maximillian, that well-known newspaper publisher, has stolen a priceless (the tag fell off) shipment of Cybor power crystals. It's up to you to recover them by teleporting down to the dead planet of Cyrox. Armed only with freeze bombs you must take on Maximillian, public enema, sorry enemy, number one and his vicious robots in a battle to the death. Remember... stupidity leads to death or working on YS. Alpha Omega's Cyrox is out at the end of this month at £1.99.

MATT LUCAS

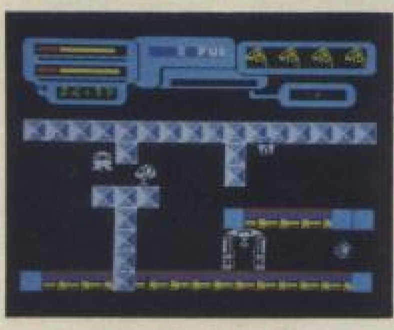


It was a dirty day down in Miami — the weather was dirty, the broads were dirty and so were my underpants! But the dirtiest deed of all was the kidnapping of my friend and partner, John Harpinger. How could I get him back? Or perhaps this was the day for some deep-sea fishing.

Fortunately the nappers were not only ruthless but clueless too. At least they must have been after all the clues they left around for me. So I threw aside the fishing rod and went out on the streets. Here was a case I could solve — it had a zip instead of a combination lock. After 15 years on the job, it was about time I got one right...

You too can solve *Matt Lucas'* case on Players' latest graphic adventure, out now at £1.99.

Anfractuos

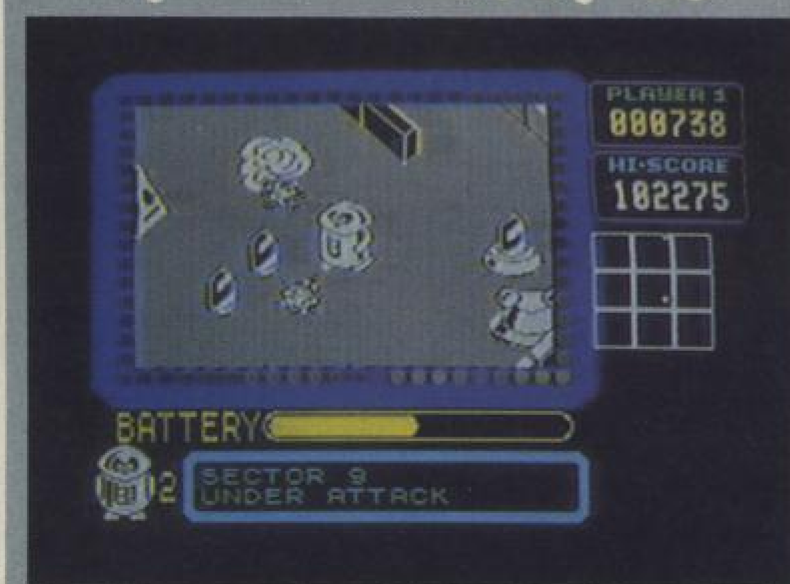


No, it's not a contagious disease, it's Players' latest game set on the thickly crusted ("Mmm sounds like a Frey Bentos pie" said Dougal) planet Anfractuous. Eek, the solar system has become unstable, all humans have been evacuated, leaving only the Cyranium mines and a poor abandoned mining droid. Whatever next? (*Don't ask me. Ed*) It's time he shuttled to safety but first he must collect the eight fuel cans scattered around the planet, but it's not going to be easy 'cos there are millions of marauding meanies to contend with. And even when he's got the fuel cans he must disable four switches to enable the shuttle to take off. Can you help him? *Anfractuos* will be out by the time you read this at a budget price of £1.99.

Martianoids

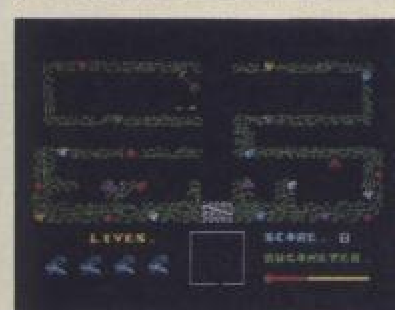
(Deep, resonant voice) "You are the Guardian of The Brain of Markon." What, again? That's the third time this week! No, but seriously, (canned laughter), it's up to you to defend, maintain and activate The Brain, a vast computer that operates the spacecraft 'The Markon Dawn'. But, of course, the ships comes under attack from vicious and barbaric Martianoids!

Familiar scenario, hein? Not 93 million miles fom Ultimate's old classic, *Alien 8*. Amazingly, it's also the plot of Ultimate's latest classic, *Martianoids*. This arcade/adventure takes the familiar Filmation techniques to new heights of excitement, action and all that stuff, and could well be out soon. And why not?



SWAT

Bzzzzzzzzzzzzzzzzzz! Swat's that? It's fly by night Freddy the fly. Come into the Garden Maud and bring Freddy 'cos the insects are hungry and out to get him. Feckless Freddy needs your help to escape the little bugs and avoid the poisonous plants scattered about the garden. The only friends Freddy's got are the little worms which he must tuck into to keep his Bugometer (Pardon!) from getting too low. Be afraid, be very afraid 'cos Alpha Omega's new game *SWAT* is a fast-action arcade game coming soon to a Speccy near you priced £1.99. Bzzzzzzzzzz!

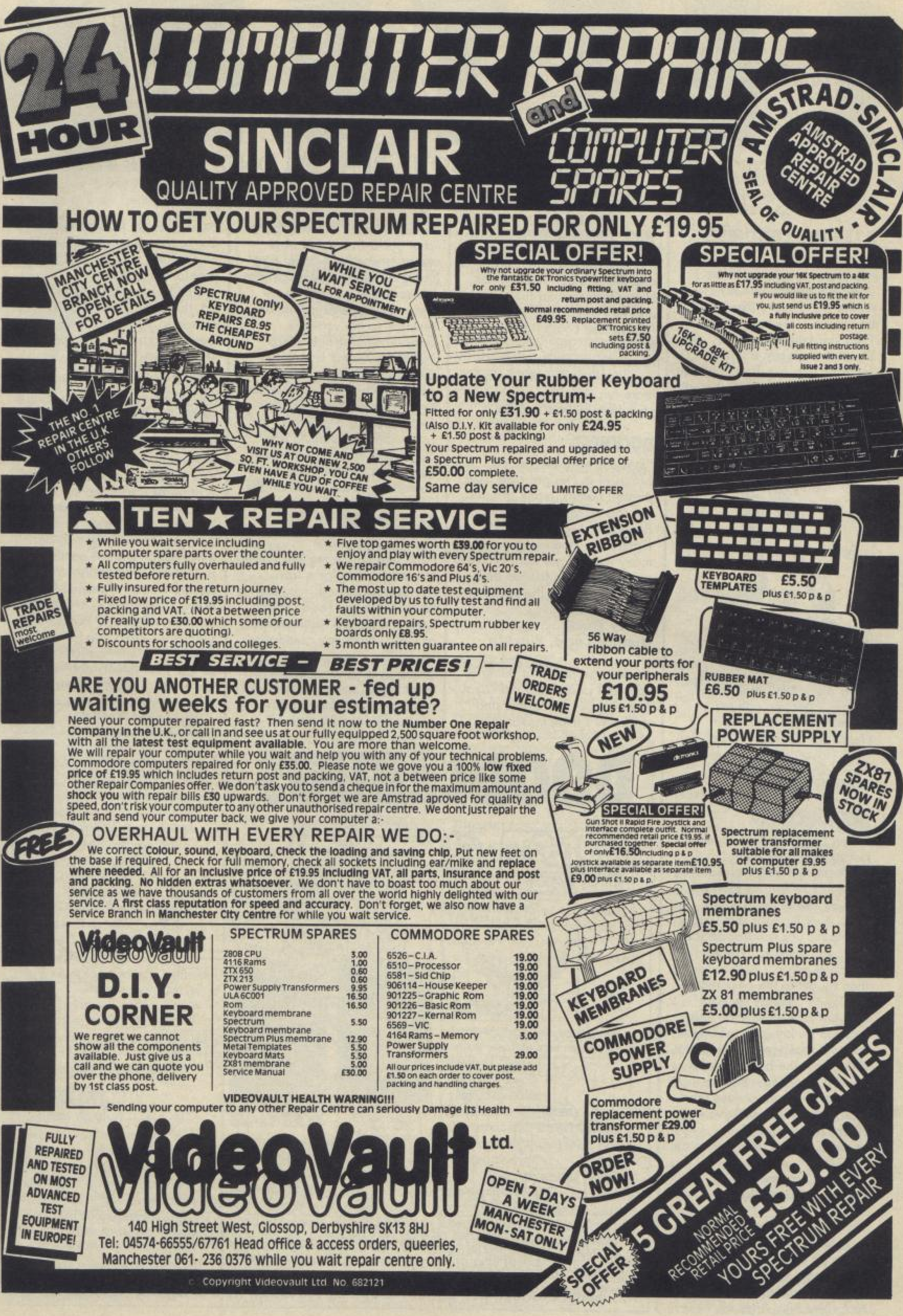


Battlefield GERMANY



Halt Hugo's there? Hugo who? Hugo faster or we all cop it. It's 1989 and a full scale Warsaw Pact invasion has been launched into Europe — how offensive! The Ruskies are obviously keen on the Readybrek glow so it's up to NATO to stop 'em. Seems like every–body's involved — there are those beer swilling schweinhunds mit die funny walks, ze leetle hommes avec moustaches et les frankfurters, and the men who tiptoe through the tulips, though how they can do it wearing clogs is beyond us. Battlefield Germany is underway.

Latest in PSS's wargame series, comes *Battlefield Germany* — a complex, strategy wargame that's sure to be a winner for any budding wargamer looking for intellectual and tactical stimulation. Launch attack later this month at £12.95. Well it's cheaper than a Sherman tank!



24 HOUR
COMPUTER REPAIRS
and
COMPUTER SPARES
SINCLAIR
QUALITY APPROVED REPAIR CENTRE
AMSTRAD · SINCLAIR · SEAL OF QUALITY
AMSTRAD APPROVED REPAIR CENTRE
HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95
MANCHESTER CITY CENTRE BRANCH NOW OPEN. CALL FOR DETAILS
SPECTRUM (only) KEYBOARD REPAIRS £8.95 THE CHEAPEST AROUND
WHILE YOU WAIT SERVICE CALL FOR APPOINTMENT
THE NO. 1 REPAIR CENTRE IN THE U.K. OTHERS FOLLOW
WHY NOT COME AND VISIT US AT OUR NEW 2,500 SQ. FT. WORKSHOP, YOU CAN EVEN HAVE A CUP OF COFFEE WHILE YOU WAIT.
SPECIAL OFFER!
Why not upgrade your ordinary Spectrum into the fantastic DK'Tronics typewriter keyboard for only £31.50 including fitting, VAT and return post and packing. Normal recommended retail price £49.95. Replacement printed DK'Tronics key sets £7.50 including post & packing.
SPECIAL OFFER!
Why not upgrade your 16K Spectrum to a 48K for as little as £17.95 including VAT, post and packing. If you would like us to fit the kit for you, just send us £19.95 which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit. Issue 2 and 3 only.
16K to 48K UPGRADE KIT
Update Your Rubber Keyboard to a New Spectrum+
Fitted for only £31.90 + £1.50 post & packing
(Also D.I.Y. Kit available for only £24.95 + £1.50 post & packing)
Your Spectrum repaired and upgraded to a Spectrum Plus for special offer price of £50.00 complete.
Same day service LIMITED OFFER
TEN ★ REPAIR SERVICE
★ While you wait service including computer spare parts over the counter.
★ All computers fully overhauled and fully tested before return.
★ Fully insured for the return journey.
★ Fixed low price of £19.95 including post, packing and VAT. (Not a between price of really up to £30.00 which some of our competitors are quoting).
★ Discounts for schools and colleges.
★ Five top games worth £39.00 for you to enjoy and play with every Spectrum repair.
★ We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
★ The most up to date test equipment developed by us to fully test and find all faults within your computer.
★ Keyboard repairs, Spectrum rubber key boards only £8.95.
★ 3 month written guarantee on all repairs.
TRADE REPAIRS most welcome
BEST SERVICE – BEST PRICES!
TRADE ORDERS WELCOME
ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?
Need your computer repaired fast? Then send it now to the Number One Repair Company in the U.K., or call in and see us at our fully equipped 2,500 square foot workshop, with all the latest test equipment available. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we gove you a 100% low fixed price of £19.95 which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30 upwards. Don't forget we are Amstrad aproved for quality and speed, don't risk your computer to any other unauthorised repair centre. We dont just repair the fault and send your computer back, we give your computer a:-
FREE OVERHAUL WITH EVERY REPAIR WE DO:-
We correct Colour, sound, Keyboard, Check the loading and saving chip, Put new feet on the base if required, Check for full memory, check all sockets including ear/mike and replace where needed. All for an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A first class reputation for speed and accuracy. Don't forget, we also now have a Service Branch in Manchester City Centre for while you wait service.
EXTENSION RIBBON
56 Way ribbon cable to extend your ports for your peripherals £10.95 plus £1.50 p & p
KEYBOARD TEMPLATES £5.50 plus £1.50 p & p
RUBBER MAT £6.50 plus £1.50 p & p
REPLACEMENT POWER SUPPLY
NEW
SPECIAL OFFER!
Gun Shot II Rapid Fire Joystick and Interface complete outfit. Normal recommended retail price £19.95. If purchased together. Special offer of only £16.50 including p & p
Joystick available as separate item £10.95 plus Interface available as separate item £9.00 plus £1.50 p & p.
ZX81 SPARES NOW IN STOCK
Spectrum replacement power transformer suitable for all makes of computer £9.95 plus £1.50 p & p
VideoVault
D.I.Y. CORNER
We regret we cannot show all the components available. Just give us a call and we can quote you over the phone, delivery by 1st class post.
SPECTRUM SPARES
Z80B CPU 3.00
4116 Rams 1.00
ZTX 650 0.60
ZTX 213 0.60
Power Supply Transformers 9.95
ULA 6C001 16.50
Rom 16.50
Keyboard membrane Spectrum 5.50
Keyboard membrane Spectrum Plus membrane 12.90
Metal Templates 5.50
Keyboard Mats 5.50
ZX81 membrane 5.00
Service Manual £30.00
COMMODORE SPARES
6526 – C.I.A. 19.00
6510 – Processor 19.00
6581 – Sid Chip 19.00
906114 – House Keeper 19.00
901225 – Graphic Rom 19.00
901226 – Basic Rom 19.00
901227 – Kernal Rom 19.00
6569 – VIC 19.00
4164 Rams – Memory 3.00
Power Supply Transformers 29.00
All our prices include VAT, but please add £1.50 on each order to cover post, packing and handling charges.
VIDEOVAULT HEALTH WARNING!!!
Sending your computer to any other Repair Centre can seriously Damage its Health
Spectrum keyboard membranes £5.50 plus £1.50 p & p
Spectrum Plus spare keyboard membranes £12.90 plus £1.50 p & p
ZX 81 membranes £5.00 plus £1.50 p & p
KEYBOARD MEMBRANES
COMMODORE POWER SUPPLY
Commodore replacement power transformer £29.00 plus £1.50 p & p
FULLY REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!
VideoVault Ltd.
140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: 04574-66555/67761 Head office & access orders, queeries,
Manchester 061- 236 0376 while you wait repair centre only.
© Copyright Videovault Ltd. No. 682121
ORDER NOW!
OPEN 7 DAYS A WEEK MANCHESTER MON - SAT ONLY
SPECIAL OFFER
5 GREAT FREE GAMES
NORMAL RECOMMENDED RETAIL PRICE £39.00
YOURS FREE WITH EVERY SPECTRUM REPAIR

LETTERS

EVERY ONE A 'WINNER!'

WRITE TO T'ZER, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

This month's top three Hit List *games for the star letter. All letters win a* YS *badge*

A LEG-END CONTINUES

Recently I found these legs in our local newspaper. After comparing them with my mother's I realised they should be from a more sexy person. Then suddenly I knew it... T'zer! If it's really true these fantastic legs are T'zer's please send me her address!
Martin van Spanje
Holland



Yes, it's true. These fantastic legs are from none other than the gorgeous, delectable, yummylicious, scrumalurvely Nora Batty. Well spotted, Martin. I bet you can tell an Edam from a cricket ball! Here's Nora's address: Eee Bye Gum House, Ferret Place, Footofourstairs Village, Yorkshire Bitter. **Ed**

HEX EDUCATION

Is Hex Loader a bird brain or just plain stupid! Well, this one's got to win a trainspotter award or I'll eat my Hornby railway set! In the Jan '87 issue, Hex made a real 'cock-up'. In his tips for *Trapdoor* he said, and I quote, "The bird's eyes will bulge... he'll hover, then fly off to the next room, he should then lay an egg!" Er... just one thing. How the hell can he lay an egg??!!! Isn't it about time you explained to Hex about the birds and the he's? (Groan. *Ed*). Alternatively, you can always take Hex to the vets and have his Hack Free Zone cut!
Yours 'Cor look, there goes an APT',
Philip Carney
Penrith Cumbria

No wonder the poor old bird's eyes were bulging. Wouldn't yours be if you were trying to lay an egg. Okay, so Hex made a mistake, but you have to forgive him. After all, he's only a heap of metal with a chip on his shoulder. We've tried explaining about the birds and the he's but he can't get his tentacles round the concept and he's already been welded — one Hex Loader is enough for anyone! Still, I'm not going to send you a trainspotter award — I reckon it'll be a lot more fun watching you eat your Hornby train set. **Ed**

DUCKHEAD

I'm a software pirate and proud of it. I've got over 700 pirated games, many of which are top selling titles like *Paperboy, Nightmare Rally, Lightforce, Uridium* and many, many more. I get most of the games from my friends and copy them using the Multiface one.
Daffy Duck
Disney Land, Florida

If you're so proud of being a software pirate why didn't you send in your real name and address? I think maybe it's because you're not only an idiot but a coward to boot. Apart from being illegal, pirating games is damaging to the software industry. Every game pirated means loss of revenue to the software company concerned which inevitably means less money is available to develop new games. Worse still, people like programmers may lose their jobs. Copying a game is tantamount to walking into Virgin and stealing an album. And that's certainly not something to be proud of! **Ed**

ALL CHANGE

Dear T'zer,
Now that you're the Ed, I think the mag is due for a few changes! Come on, you're a fashionable girl (well I think so!) — make YS fashionable as well. I think you could start by adding more pages and giving us longer reviews. Also what about doing some pages on games, POKEs and tips especially for 128 and +2 owners. And I for one would like to see more interviews, particularly with the higher echelons of Amstrad.

Finally, now that you're the Ed, there seems no logical reason to keep the Ex Ed at Castle Rathbone. Sack him!
David Anderson
Harrow, Middlesex

PS Or you could give him a job as your personal cleaner!!!

We've already started making a few changes on YS. There's now three pages of hints 'n' tips, a page of T'zers and at least 22 colour pages of reviews and previews. We do review 128 games and give tips on them but until more games are produced we're unable to devote a special section to them. What's more, to increase our hints'n'tips and POKEs on games we need you to help by sending the information to us, so get your fingers out! As for the Ex Ed, I could never sack him, not ever — he makes a lovely cup of tea! **Ed**

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



This month's cartoon was wilf-ully drawn by Tim Hewitt from Richmond, North Yorkshire.

LETTERS

A NIT IN TIME

You'll never believe this but I've just invented a time machine. It's called the Submegasonic-electromagneticallyconducted-warpdrive 50 Activator Mark III and it's made out of a quadruple tensile heat-treated ultra frequency featherlite titanium frame... not bad eh? Anyway, I took it into my bedroom, hitched it up to my Speccy and selected the year 1527. I then powered it up and BLAM! The next thing I knew I was stuck in the top of a tree on a hill. I opened the door and fell straight out onto a pile of horse manure below! Suddenly, out of the blue, a bunch of soldiers attacked me. I put up a brave fight but gave up after 15 seconds. They dragged me away and threw me into a dungeon 50 foot below a massive castle... Luckily though I managed to keep alive on a giant Mars Bar (*I love 'em. Ed*).

Please help me. The instructions for the machine are in the top drawer of my desk at home. You must build a replica and come and help me out of this mess quick!

Carl
Gwynedd, North Wales

PS I love you T'zer... will I ever see your face in YS again?

Who do you think you are, HG Wells? I didn't know they had such a good postal system in 1527. Seriously, though, we've uncovered your plans but we've had a bit of trouble building the replica — mainly because we ran out of sticky-backed plastic. Anyway, we've done our best and your knight in shining armour (well, Phil in his track suit) should be on his way to rescue you. We bought you a couple of giant Mars Bars to be going on with but unfortunately I ate them, so you'll have to make do with the wrappers — they're probably more nutritious anyway. See you back in 1987, though I can't promise that you'll see my face in YS again, especially after the next letter... **Ed**

GET HER OFF

Dear Hiss, Boo, Get her off, Tzer. Me and my brother think that people who love and adore T'zer should go and get their heads tested before it's too late. I say this because I'm sick and tired of people writing to you and saying how lovely she is. From the picture in the December issue I saw nothing to convince me that she's lovely and beautiful. I don't think she'd win a beauty contest in Bognor Regis.

So, come on, get some talent in the mag. Let's have more Sam Fox or even a piccy of Princess Di. And send T'zer on the next shuttle to Jupiter.

Andy and Les
Warrington, Cheshire

Sniff, sob, you really know how to hurt someone don't you? Sniff, okay you know my secret — I only came second in the Bognor Regis Glamorous Grannies contest! Perhaps the people who write in do need to have their heads tested, sniff, but at least they try and make me feel better. Weep, sniff. From now on I'll wear a Sainsbury's carrier bag over my head — I hope that makes you happier. After reading your last paragraph, though, I didn't feel quite so bad — if you think Princess Di and Sam Fox are 'talent' then I think you need your head tested. Anyway here are two piccies for you to dribble over. **Ed**





SIL-LY BILLY

I'm thoroughly disgusted! I have made absolutely no effort whatsoever to make this letter interesting, relevant, humourous, unintelligent or uninformative — I could go on... (*No, you couldn't. Ed*) AND IT STILL GETS PUBLISHED!

Yours,
Someone, who has recently become disillusioned with your letters pages and will know you've 'bottomed out' if you print this letter, called...

Sil
Cork, Ireland

You'd never catch us 'bottoming out' which is why I've got absolutely no intention of printing your letter. **Ed**

OCHE DOKEY

I claim to be the first person to beat Jammy Jim in the finals of Mastertronic's *180*. When you beat him the computer prints: You beat Jammy Jim in the final, you should take up the game professionally.

Mark Williams/Age 10

Congratulations you jammy thing you. You've got a few years yet though before you'll be able to take up the game professionally. You have to have all sorts of specialised skills that only come with maturity, like weighing 15 stone and being able to drink 20 pints of lager. **Ed**

DARTS LIFE

I claim to be the first Wally rated idiot to lose against Delboy Desmond in Mastertronic's *180*. Am I a record breaker?

Michelle Williams/Age 11
Swavesey, Cambridge

PS You'd of thought I'd have known better!

I certainly would. I mean, fancy admitting you've been beaten by Delboy. I'd say you're definitely a record breaker — I don't think anyone else would admit to such a defeat. Unless, of course, someone out there knows different... **Ed**



TRAINSPOTTER AWARD

Ha! So you thought you could catch us out with your review of Colossus Bridge 4 in the Feb issue. I know computer magazines are supposed to be non-violent but that doesn't mean you've got to omit the clubs from card games. The screen shots show diamonds, hearts and spades (I didn't know you could get a pack of cards with two six of spades) but I see no clubs. You've got two alternatives:

1. Either bung me a trainspotter award real pronto.
2. Or arrange a night out at Stringfellows for myself and Teresa Maughan! (Drool, gibber and all that stuff.)

Robert Campbell
Coaltown of Wemyss, Fife

PS Can you get into Stringfellows wearing an anorak?

I think you'll find the row of cards at the bottom are actually clubs! But, since I don't go anywhere without my anorak, especially clubbing, and you can't get into Stringfellows wearing one I'll just have to send you a trainspotter award. **Ed**

WHAT A SWISS

Imagine my surprise when I saw the Ed was actually the Ex Ed!! I wished the new Ed would bring new things to the mag. But my surprise was over when I saw the new price. Come on Teresa 'Somerset' Maugham (*it's Maughan actually! Ed*) what are you doing with these extra two pences? Let's do a bit of calculation:
1.00−0.98=click, click, trumble+0.02
How many YS are sold each month?
−Code dfsdhfksjfh, secret sadj
Secret Terminal Enter Code: dfsdfhfksjfh
Secret?
OK, answer 12987
02*12987+Approx £260 a month...

Ralph Schwegler
Switzerland

PS You don't win any pence from me — I subscribed.

There's only one problem with your calculation — the magazine went up by five pence not two. So, you saved even more money by subscribing — what a bargain! **Ed**

OUT DAMN COX

Chuffed at your elevated position, no doubt, and glad to have that scurvy knave with the quivering moustache, Kevin Cox kicked upstairs. I thought the Feb issue was pretty good and I was distinctly unchuffed at the Man Ed's intervention on *Letters*. The cover is a distinct improvement on most of last year's selection. Fantasmagorical *Nosferatu* poster. Thanks awfully for the 5p kit thingy in *Frontlines*, I needed it to relieve myself but unfortunately the public toilet door remained shut. And I agree with Andrew Toone's letter. I for one would like to see absolutely reams of utilities such as *Speech Melba*, *Tuna Paté* and *Movin' And Groovin'*. I shudder to think of losing my peaceful read of your mag. No T'zer, no Caroline, no t'others. I can't do without *YS* ever! Fab. I love *YS*.

Graeme Allan
A rather satisfied customer
Dundee, Scotland

You are obviously a man of impeccable taste (the cheque's in the post). I too would like to see far more utilities, but we need you to send them in. You'll not only receive the fame that Andrew Toone's had (he's now working as Fanny Cradock's sidekick) but you'll also receive a fortune too! Couldn't agree with you more about the quiverer's drivellings in the Feb ish, though. **Ed**

LETTERS

CADGING A BADGE

I have enclosed a piccy of your most famous person. No, not you (or T'zer) but the most inimitable person in YS. Yes! The YS trainspotter. Secondly I have a gripe (*Have you seen a doctor? T'zer*). So far I've appeared twice in the magazine — once in Hex's Heroes and once in letters — and I've still not received a badge. If I don't get one soon I'll draw a picture of T'zer and repeatedly send it in.

Andrew Styles
Southminster, Essex

Hey wow, if you do that we'll be forced to publish it! Then you'll never get your badge! In fact we're well aware of the badge problem. Since our industrial dispute with the Amalgamated Union of Badge Mailers, Jiffy Staplers and Allied Clerical Operatives, YS badges have had to be smuggled out in armoured vans, one by one. We're doing our best to get them out, but bear with us. **Ed**



CAT-ASTROPHE!

HOW DARE YOU! In Tommy Nash's preview of *Short Circuit* in the Feb issue he says whodunnit in *The Mousetrap*. That has been the greatest kept secret in this country for 33 years — nobody knew apart from the people who had seen the play. And now TN goes and gives the game away, you... you... Commodore user. Now millions... thousands? Well, okay 83 people know the outcome of *The Mousetrap* without having seen it. I may have to stop buying the mag 'cos of this outrage.

David 'The original DJ' Jenkins
Willesden, London

Not that any of us knew. Fevered phone calls to friends of friends of relations of small furry animals belonging to someone's aunt who had seen the play (in 1958) eventually gleaned the all-important information, but it was a close run thing. And now, after all this work, you start complaining. We only did it for you (takes out onion). But if you don't want to know whodunnit pretend you've never read Tommy Nash's piece. I bet it was the butler... **Ed**

HI HO SILVA

Aaaaaaaagghh! I can't stand it any more. How long are you going to keep using that terrible software chart of yours? I'm intrigued how you compile it. Do you hide behind the counters of all the popular software shops and take down what everyone buys? Who wants to know anyway? I mean, last year *World Cup Carnival* appeared out of nowhere and shot straight to number one in the charts. Anybody who saw that and went and bought it wasted ten quid 'cos it's rubbish.

Why don't you keep the chart as it was in the old days with all the readers' ratings of their best games. That way we'll all know what games to get. I'm sure other readers would agree with me.

Danny Silva
Crowhurst, East Sussex

Have you ever seen any of the YS team hiding behind the counter of a software shop? I didn't think so. That just shows you how well disguised we are, nobody would ever guess we actually secrete ourselves inside the cash registers. The only trouble is we can't see anything so we have to get all our information from Gallup, the people who compile the record charts. It's true some games that aren't of the highest quality often shoot straight into the top ten, but they still seem very popular. As for a readers chart, can you imagine the chaos we'd create trying to squeeze all you lot into a till? **Ed**

COPPED IT

'Ello, 'ello, 'ello. Wot's all this then? In your great Xmas compo (is that a giant Nora Batty lookalike?) I noticed that the Ex Ed Kevin (crusher) Cox got question 7 wrong. He should know that the Bash Street kids have always been in the Beano. This gross error and miscarriage of justice cannot go unpunished. He is hereby sentenced to 12 parking tickets, three speeding tickets or one trainspotter award!! Is this why he's now the Ex Ed? Joking apart, he's been very helpful to me in my enquiries and I'd like to thank him.

Barry Hayes PC
Met. Police. Computer Club, London

Funny you should ask that. The Ex Ed has in fact been helping the Police with their enquiries for a couple of months now, but it's something we don't generally talk about. Though he keeps spinning this yarn about doing a PC magazine. We've heard he's well and is staying in a nice little bed and breakfast in a quaint country village called Paddington Green. Still, I'm not sending you a trainspotter award so you'll just have to send him the three speeding tickets and 12 parking tickets. Alternatively you could jail him for life. Evenin' all. **Ed**

STRAIGHT FROM THE 'ART

Don't worry, this isn't a complaint. I am writing to tell you that I'm totally, utterly, completely disgusted that you have not printed a picture of the Art Ed before. Nobody ever told me how gorgeously, fantastically good looking he is. (*He? What are you talking about? Ed*). And when you do print his picture you tell us he's leaving!! What I want to know is how such a great magazine as YS can do such a thing. Well, come on you lot. No excuses, let's have some answers!

Claire Terry
Coxford, Southampton

We've had millions of letters like this one, too many names to print in fact. Okay, we've had just this one but we don't want to upset poor old Martin. Anyway we were as sorry to see him go as you so here's a special treat for you. **Ed**



T'zer's tasty titan this month

MISPELT YOUTH

Deer YS,
Oi jost bort *Trap Door* and oi tink it is thee best gam in thee owl uneeverce butt thers a probblemm, oim ooked on it. Butt, u may say, sow wot! Wel, as u can c, it is stopin mee from doin moi omworc. Can oi get ovre theee addicshun or am oi doomd to thee persils of thee *Trap Door*.
Yors pleedinlee

Rory Dow
Address withheld

I'm afraid you do have quite a severe problem. At the moment you are in the early stages of the disease Gammeyplayis commonly known as Playful Polyps. As it progresses the symptoms become much worse — you lose your friends, your family, your house and finally your mind. The best thing to do is to go along to your local AA group (Arcade Anonymous) for expert help and advice. **Ed**

SMALL PRINT

This is the third time I've written.
M Andrews.
Beverley, North Humberside
And the first time you've had a whole letter printed no doubt. **Ed**

If this letter is printed I don't want a *YS* badge so don't insult me by sending one.
Neal Rycroft
Bexley, Kent
Your YS badge is on its way. **Ed**

PS I am on my hands and knees begging you to print this letter.
Simon May
Irchester, Northants
Only on your hands and knees, eh? Any more offers? **Ed**

I was going to write to you but I can't be bothered now!
Pete
Middleton, Manchester
And I can't be bothered to reply either. **Ed**

PS You may have seen my name before but I've never captained England in Rugby.
Steve Smith
Woolwich, London
But you've captained them in Blackpool, haven't you? **Ed**

YS is BRILL says me, my mum, my dad and my brother.
Anthony Myvor
Killingworth, Newcastle
What about your sister, your aunt and your cousin's pet gerbil? I think we should be told. **Ed**

PS T'zer is lurverly.
Richy McMinn, Stirling, Scotland
Not everyone agrees...

PPPS T'zer looks like Quasimodo, Danish girls are prettier.
Martin Jensen and Michael Bruhn
Denmark
I'll have your Danish bacon for being so rude. Fancy insulting a poor old campanologist like that. **Ed** *Ooh hark at her.* **Phil**

PS Bring back Kevin Cox as Editor.
James McDougal
Leith, Edinburgh
What on earth for? **Shiny New Ed** *Not as shiny as the old Ed's 'ead.* **Phil**

I doubt you'll print this letter 'cos it's a complaint and it'll probably hurt your pride.
DJ Smith
Streatley, Berkshire
Just shows you how wrong you can be. **Ed**

6 MASSIVE HITS IN ONE 6-PACK
PLUS BONUS GAME – DUET



Spectrum Cassette	£9.95
Commodore 64 Cassette	£9.95
Commodore 64 Disc	£14.95
Amstrad Cassette	£9.95
Amstrad Disc	£14.95

Mail order, just send a cheque or postal order payable to ELITE SYSTEMS LTD. or quote your credit card No.

Access VISA

ANCHOR HOUSE,
Anchor Road, Aldridge,
Walsall, West Midlands
WS9 8PW
Telephone: **(0922) 59165**
Telex: 336130 ELITE G

RELEASE DATE:
MARCH 9th EUROPE
MARCH 19th UK

BE PURE, BE VIGILANT, BEHAVE.

NEMESIS THE WARLOCK

YS PREVIEW

Nemesis the Warlock — devil from the dark side or avenging angel? Arch-deviant *Tommy Nash* was much too busy battling the terrors of Termight in Martech's new megagame to ask stupid questions like that!

From the pages of 2000AD, the galaxy's greatest comic, (okay, so I believe everything I read!) it's one small step to the Speccy. First came *Strontium Dog* from Quicksilva. It was the ideal Christmas game — a turkey.

Just recently we've had *Rogue Trooper* and *Judge Dredd*. And now comes the greatest creation of them all, *Nemesis The Warlock*.

Martech has distilled the essence of the strip so that we're left with the cosmic struggle between Nemesis and his arch-enemy, Torquemada. The game's a straight shoot 'em and slash 'em up covering fifty obstacle-laden screens. Collect the ammo, kill the enemy and get the hell out of there. If you find the way out, that is!

Nemesis starts easy. Plenty of bullets and very few of Torquemada's henchmen — the Terminators. And as you're a long way away from Torq himself, it takes time for his influence to be felt. Only very gradually does his picture materialise in the panel on the screen. And only when it's fully formed can he resurrect the dead Terminators and turn them into scythe-carrying zombies. Trouble is, the closer you get to Torquemada, the stronger his power and the tougher the game. Stiffs litter the screen waiting to rise again as the undead. And it's a hell of a lot harder to persuade a corpse to croak second time around — you'll have to really swing your sword from scythe to scythe.

The game's ultimate goal is the destruction of Torquemada himself. Well, it's about time someone gave him a good torquing to. But only by battling through the full fifty screens will you come face to face (memory restrictions permitting) with the most evil of all comic creations. Comic did I say — don't make me laugh!

It's really the graphics that make this game. The animated sequences are a sight to behold. The programmers have learnt their lesson from *Tarzan*, the game that gave new meaning to the phrase Darkest Africa. You'll still need sharp eyes to pick up on everything in *Nemesis*. But then, if you haven't got sharp eyes and quick reactions you shouldn't be playing it. Stick to something more sedate, like shark shooting or being a hit man for the Mafia. This is no game for Nemskulls.

FAX BOX	
Game	Nemesis The Warlock
Publisher	Martech
Price	£7.95
Release Date	6th April

TORQ OF THE DEVIL

Many years into earth's future, the dark days return. Nobody expects the Spanish Inquisition. Instead they get something much more terrifying. Termight, as Earth has become known, is peopled by oppressed ant-like workers and ruled by Tomas de Torqemada, the Grand Master. His self-imposed mission is to purify the race, to cleanse the galaxy of all alien life forms — and to do it in the cruellest and most inhumane ways. Torture, genocide, mass-murder, nothing is too horrible for Torquemada and his Terminators.

Only one man is a match for Torquemada. Nemesis the Warlock. Except he isn't a man, he's a devil. A fire breathing, cloven hoofed deviant. The Lord of the Flies. Beelzebub. But he's also the leader of the resistance movement, Credo. Locked in eternal combat with Torquemada, only Nemesis can free the galaxy from his rule of terror.





THE NEMESIS TORQ SHOW

***Nemesis The Warlock* is a *Cobra*-style shoot 'em up without the scroll — it has the speed, it calls the shots. But what sets it apart are its complex animated sequences — Nemesis shoots from the hip and his gun recoils, his sword visibly swishes through the air. And, of course, there's the real stomach-churning zombie-rising-from-the-dead section.**

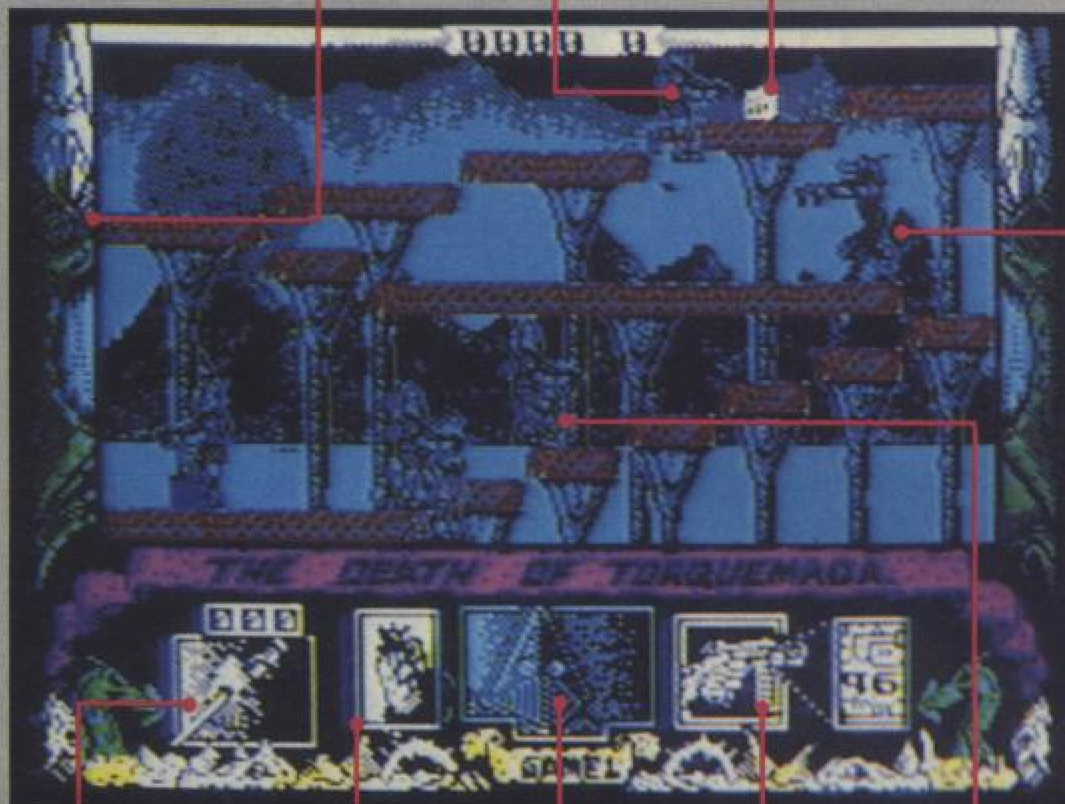
• The closer to Torquemada you get, the deeper into Termight's twisted passageways you have to travel. This early screen is set outside the city but you still have another 49 left to go...

"Death to all deviants" is the battle cry of Torquemada's terrors, the Terminators. As you enter a screen, they drop to attack you. You'll have to pick them off one by one in order to up your body count before you can move onto the next screen.

Here he is, the arch-deviant, the cloven hoofed one, Lord of Khaos and Misrule, Nemesis the Warlock, locked in war with the Terminators. In the game, he can run, jump, duck, spit acid, shoot (if he has the bullets) and wield his sword.

Every which way but out. As well as fending off the fiends you have to search for the exit on each screen. Keep checking at the end of the platforms until you find the road to freedom.

Your sword can slice through skin and hack at flesh but all that close combat takes its toll on your energy levels. Much safer to search out the ammo dumps scattered around the screens and start shooting your way out of the situation.



Nemesis's sword, Excessus, is a symbol of his slaughter of the Terminators. Above the icon appears the number of Terminators he has to kill before he can (cloven) hoof it onto the next screen.

He's all Torq! This panel starts blank but the longer you linger on a screen, the quicker the picture of your arch enemy, Torquemada, appears. When his full face fills the screen, he has the power to resurrect the dead Terminators — as zombies.

There are two types of Terminator — nasty and very nasty. The ones with swords follow you around the screen in order to engage in a spot of Wilkinson (sword play). The gun-slingers simply hang around waiting for you to come into range.

True, Nemesis is immortal but he's not invulnerable. Torquemada's terrible grip tightens around his heart as Nemesis loses energy. When the life-blood has been squeezed out of him, it's back to the beginning.

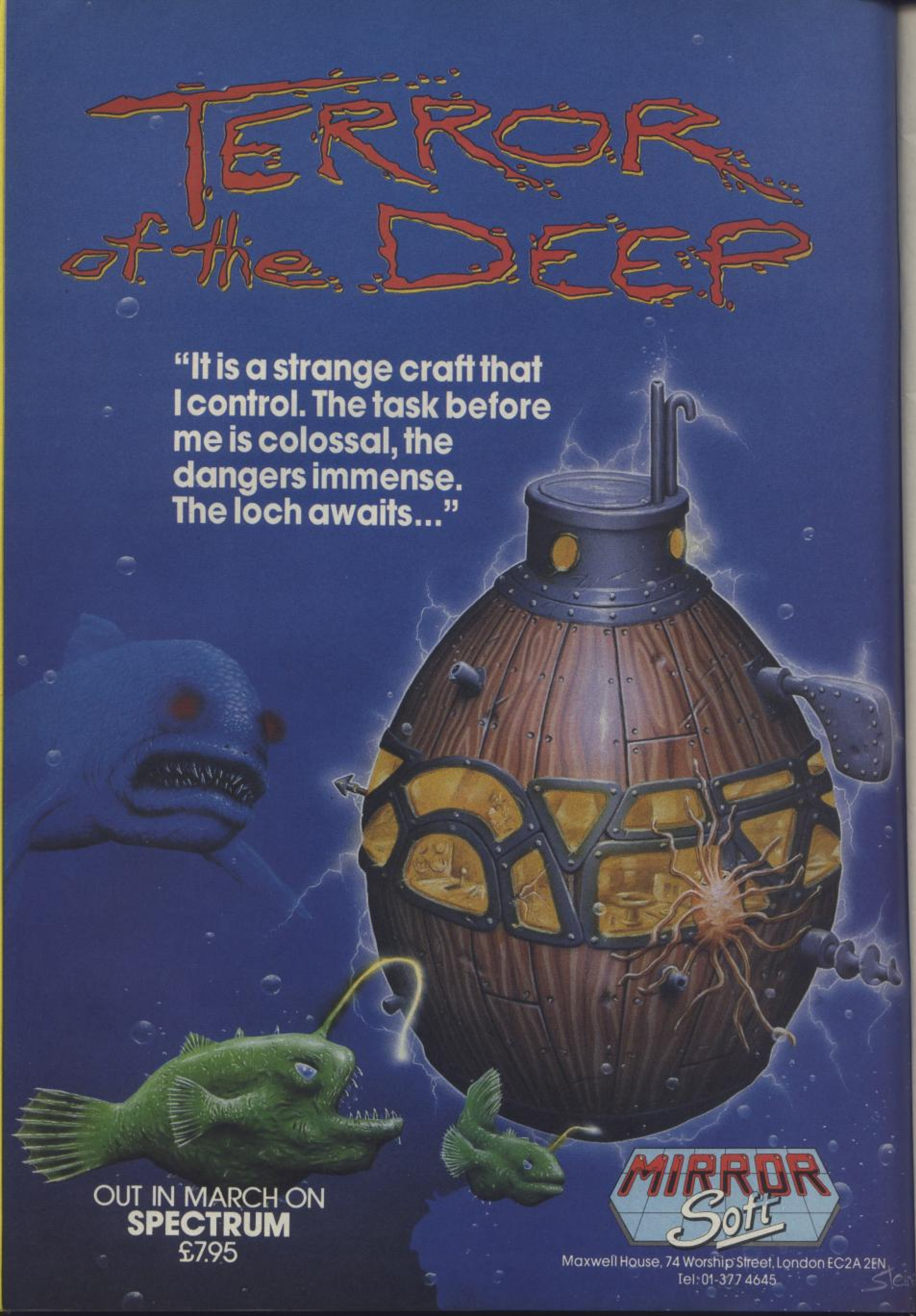
Whenever it's loaded, your gun becomes the default weapon. You can check how much ammo you have left on this bullet-in here. In the later stages, it'll take more than one bullet to exterminate the Terminators.

RETURN OF THE LIVING DEAD

Oh yeuch! This has to be the most gruesome animated sequence to hit our screens since John Hurt got a stomach ache in *Alien*. When one of the Terminators is exterminated, he falls over and twitches, before a ghoulish hand bursts from his belly followed by the bulk of one of Torquemada's zombies. Only by killing the zombies can you finally free yourself from Torquemada's treachery.

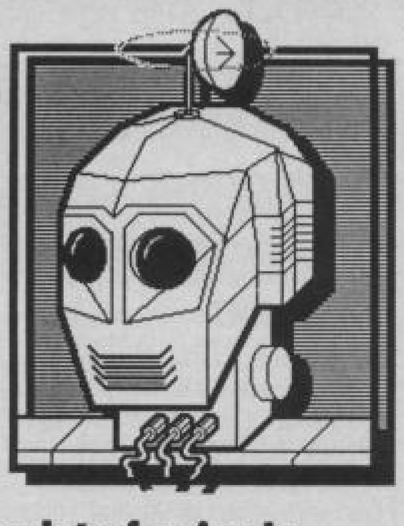


Illustration Bryan Talbot



TERROR of the DEEP
"It is a strange craft that I control. The task before me is colossal, the dangers immense. The loch awaits..."
OUT IN MARCH ON
SPECTRUM
£7.95
MIRROR Soft
Maxwell House, 74 Worship Street, London EC2A 2EN
Tel: 01-377 4645

HACK FREE ZOO



Mmmmmooooooooo! Snort! Grrrrmmmphhh! Baa-aa-aa! Golly, what a lot of animals we've got in The Zone this month. Oh yeah, that rattly old tin man, Hex Loader, is here as well.

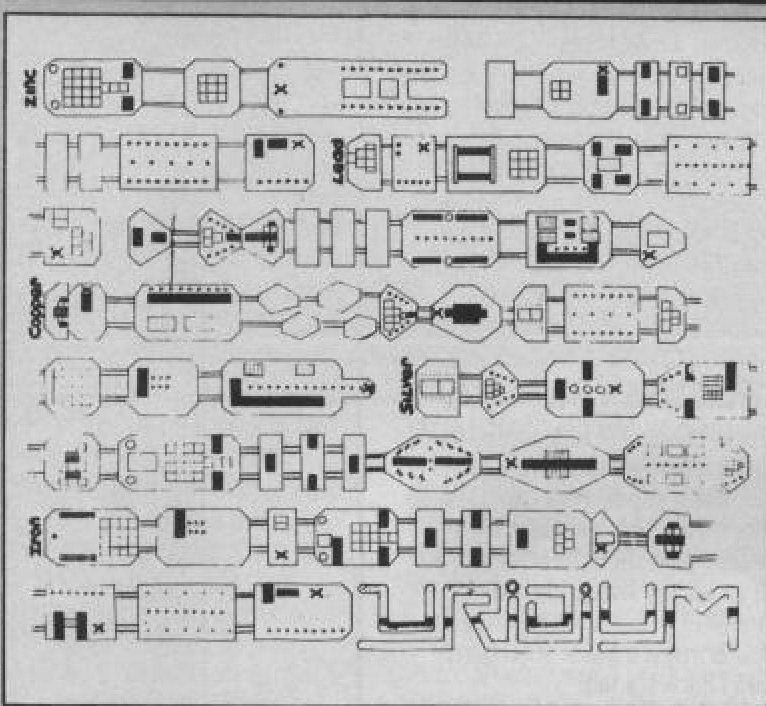
Click bzzzzt! Hey, who wrote that intro? C'mon own up, I'm not saying another word until someone comes forward and takes that back... (hum toot whistle) ...I can wait all day, y'know!... Ah, I get it, you're trying to shut me up! Aha! Gotcha! Wor, you have to get up pretty early in the morning to catch Hex Loader napping. Rattly old tin man indeed! Humph!

This month I've decided to get this Zone on the road... down the road, actually, to the Zoo. Well, I've had so many animals sent in to Hex's Heroes, I figured it was a hint as to our reader's average species. S'funny, since we arrived, I haven't seen any animals carrying a copy of the mag! Excluding Phil, of course, but that's only 'cos he likes flashing people that paunchy pic of him in the T-shirt ad. Oh well.

Ah, it's so nice to be here in the zoo. The warm stench of guano, the foul eau d'toilet wafting from our neighbouring cage, the sour cries of the birds in the birdhouse, the dull thud of Gwyn falling in the bear pit... showing off again. Ain't young love disgusting?

What have I been doing since I saw you last? Hey, I'm glad you asked me that, my little new age music, my little prepared pianos! I... I'm in love. Yep, Hex has bitten the big apple. She's gorgeous. What can I say? She's bright, she's a snappy dresser, she's got a good job, saving people's lives daily... Oh how I long for that slim stripy body and that flashy orange head. And her name... Belisha! Kinda rolls off the old tongue, doesn't it? I tell you I've crossed that zebra so many times I could be a vet... Brrr. Still, enough of this slushy mushy crushy biz, on with the tips.

URIDIUM



Uridium? Whaaaaatttt? A *Map*? Of *Uridium*? The *whole* thing? (faint thud!) Uh... wuh... what happened? I fainted? Oh. Why? Oh yeah. Golly gee, that's amazing! A whole map of *Uridium*, to be serialised in Hack Free Zone. Cor, the guy that did this deserves the biggest badge ever. They're all the same size? Okay, a regular sized badge, but with our biggest thanks, **Dave of Didcot**. (*Who? Ed.*) You mean there's only one Dave in Didcot. Strewth!

QUAZATRON part 2

Last month we began the mammoth (trumpet rumble) task of printing a small telephone directory of hints for the cuddly *Quazatron*, furnished by my little chihuahua **Miguel Tarrul**. Miguel's a verbose kind of guy, so let's get on with it. (Oi you, come back with them bananas, that's my lunch. Tusk. Flippin' Phil Snout! Always blimmin' snacking...)

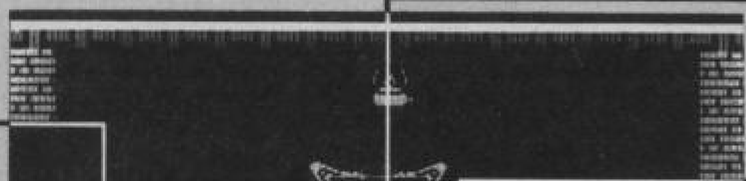
"Now for the tips on the Grapple mode. Firstly never start a grapple match before choosing the best side. In the first grapple you only have three wedges to shoot. Wait until the droid you're grappling has as many wedges as you. When the timer reaches 50 secs, start shooting. The best side to choose is usually the one that has more clear lines, with no 2-into-1s. Never choose a side with too many dead lines. Lines that split 1-into-2 are very good, especially if the ends of the lines touch blocks of your opponents colour! Don't choose a side that has too many lines that end in your colour. That's it, but remember, let your opponent shoot and waste his shots before you shoot any of yours!" Cor, thanxx Miguel. Ooo look, there's a toucan drinking a pint of stout. (*Eh? Phil.*) I said STOUT, not Snout, stupid man.

MEGABUCKS

A trunkful of tips by Miss L.E. Phant

Rock Carrington's the likely lad after the loot, and he'll find it somewhere in the Professor's castle. Watch out for the alarm system — you've only got a set time to turn it off.

This rings a bell. Oh yes, I remember now. Hot foot it to the church with this little implement, 'cos otherwise you'll make a clanger and get rattled.



Brring brring. It's for yoo-hoo! You won't be able to leave 10p by the phone after your call, though, so don't come without your calling card...

Torch-uous puns aside, this shiner will illuminate those mysterious lower levels. But remember to be ever ready with a power supply, and don't forget to be turned on (hey wow!).

Keep this handy, though you'll have to be almost completely keyed up before you can use it — it'll get you closer to the crucial videotape. And when there's a will, you're away!

(*Oh sorry! Phil.*) I wish he'd keep his snout out of my column. (*Sorry, did you mention me? Phil.*) Oh brother!

STARGLIDER

Oooo... nice. Lookit that smooth shiny spaceship that just hovered to the ground in the elephant house. Oh dear, is that Gwyn underneath it? Hmm, hard to tell, what with him being scrunched up like that. I did tell him not to get too close, and see what happens. He gets hit by a UFO. Tch!

Wonder who it belongs to? (Knock knock knock) Hello? Who's that knocking on my cage? (Neat trick!) **"Hi there, it's me, Leigh Reid."** And what might you want, O silver suited alien looking one? **"I have come over 900 lightyears to tell you about *Starglider*."** Oh, brill. Pull up a baboon and take the weight off your moonboots. **"Ahh, that's better."** Okay, mon petite foil wrapped penguin biccy, gis the tips. **"Right! First, take a note of where the energy towers and missile silos are. Only use missiles on enemies which can't be shot to sparkles with your laser. Read the novella that comes with the game for some really big hints... here's a couple of examples:**

"Blow up the yellow or blue thing on top of the energy towers (the one on its own) to keep the energy lines going. Hit Starglider ships in the tail section. You don't *have* to, but as it's the midsection of the ship it makes it easier to hit! Don't wait to finish refuelling before continuing to shoot Egron ships! Keep still when in the power beam and turn around on the spot to pick off any aggressive ships. Oh yes, watch out for the walkers when flying low, 'cos they'll try to step you and squish the living daylights out of you.

"Special 128K hints — Follow the tips for the 48K version until you get 10,000. You'll now be onto level 2. On this level you must get two missiles. You may also get a super missile (it is one of the special missions). The special mission is to blow up the Egron Battle Crawler (the big green thing), and for that you need, yep, two missiles. When you depart from the depot, stop outside the base and wait. He'll turn up sooner or later. If you fail, a base is destroyed.

"When at the base with a special mission, press M and note down the co-ordinates. You'll find a super missile, energy pod and rear view scanner. Write it down, 'cos you don't get a second chance." Well thanxx, kind but strange alien being from the speckly regions of space. I'll remember that. Now bog off before the Monkeys mistake you for a choccy bar and try to unwrap you.

TERMINUS

You've caught the bus from it, now play the game... What, no buses? Cor, worra cheek! How could I be so stew? Stew pid! **"Actually, it's Stu Green."** Eurr! Sounds revolting, but do go on, my little flying squirrel. **"I thought I would send you tips for Mastertronic's latest MAD game, 'cos I think it's fab!**

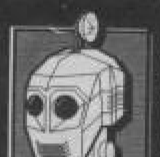
"Of the four Wanglers, Xann is the best to use as he has infinite thrust power. When his energy becomes low, use a transporter to swap to Mobod, then Magno. If you find something to replenish energy, make sure all the characters visit it by finding a nearby transporter. Apart from the way you entered it, there's only one other way to exit from each terminal, and this can only be discovered by trial and error. If at any time you wish to return to a previous computer terminal, find a transporter, enter it and press up... et voila! With this info you can complete the game. Incidentally, I've known Paul Hargreaves to give his games a better ending than this! Oh well."

Look here, don't you go having a go at poor old Paul. He's got his own problems. (Chomp). Thanxx for the tips, though!

Oi, T'zer! Stop feeding marshmallows to that tiger. It's a carnivore. (*So am I, and I like marshmallows! T'zer.*) Sure. Fine. Super. Brain like a rapier, that girl.

GAUNTLET

Wowwee wow wow cor flip zappety-bilbos! I've got a soft spot for the jolly old *Gauntlet*. My daddy was a *Gauntlet* arcade machine, and mommy was a scientific calculator.

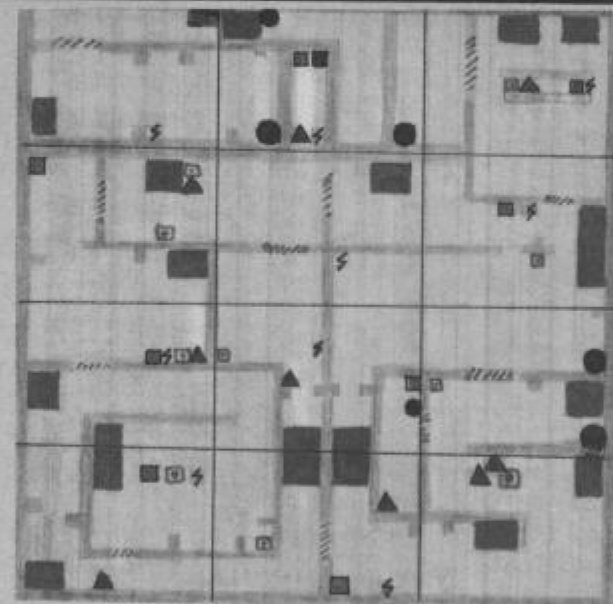


Okay, you guys. So you sent me some mail. But don't think it's gonna stop there, no sirree!

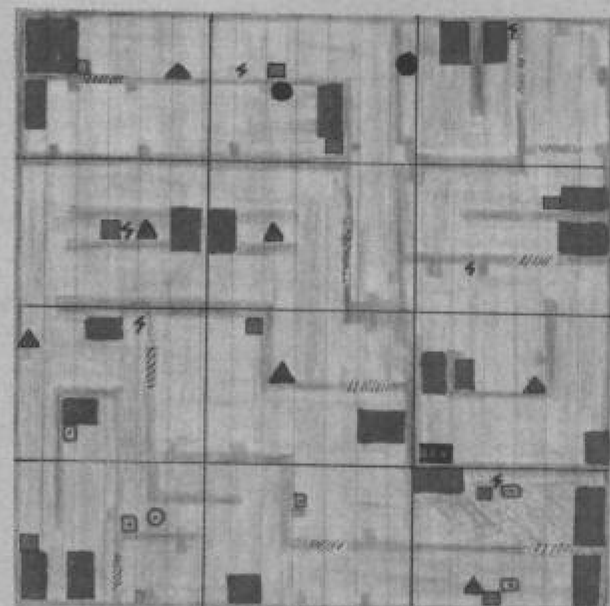
All you Space Harriers, Frogs, Wizards, Space Pilots, Tank Commanders, Zubs, Small Furry Creatures from Alpha Centauri, Hitch-Hikers, Slime blobs (G'night John-Boy! G'night Slime blob!), Old jokes, and even T'zer had better getcha joysticks working, 'cos I need them tips. I'm not kidding.

Playing tips can be just one or two pointers to better play, or a blow-by-blow solution to the whole flippin' game! Maps must be drawn in ink (black is best) on white paper, with a view to being shrunk to fit on the page. So get mapping and zapping bee-cause... dan-daaaaaannnn ...every one we print in The Zone gets a brand spanking (whack!) new badge!!! They're real nifty, too! Send your epicentric epistles to: Hex Loader, Hack Free Zone, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

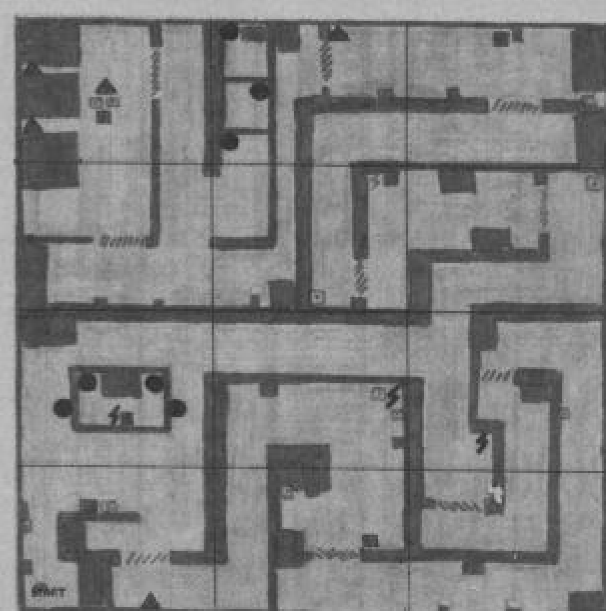
DANDY



Level 1



Level 2



Level 3

KEY TO SYMBOLS

■ — Generators	▲ — Treasure
● — Transporters	⊡ — Key
□ — Food	ϟ — Spells
▥ — Stairs	/// — Doors

Well ain't that jest Dandy? Three little old maps of levels 1, 2 and 3 of Dungeon 1! Cor flip zowie do-wot 'ow's-yer-father! And very nice too, I'm sure. Well done and many many many thanxx to **Richard Kendrick** and his pal **Justin Scott**, for playing and drawing it. Nice one boys, keep 'em coming! KkKKKkKtttt!

ELITE SCOOP!!!

...and we don't mean a fuel scoop. Here, for the first time ever in any magazine called *Your Sinclair*, is the first shot of the hidden planets in Firebird's fabby *Elite*. This exclusive screenshot from **A. M. Phoole** of **Berks** tells the whole story. After a close shave with the Thargoids in witch space, he accidentally pressed the keys P, A, N, I, and C. The words "emergency hyperspace activated" came up on-screen followed quickly by "emergency system co-ords locked" and a beeping noise. And before he could say "charge me lasers", A M found himself hyperspaced to an unfamiliar system. Checking his instruments he discovered that he was on the edge of Galaxy 3, in the top right hand corner. Well you can imagine his surprise! Luckily he had his Multiface One fitted at the time, and so one red button later he'd saved off the screenshot printed here.

And what an incredible bunch of planets they are, ranging from Rygrin, a planet inhabited entirely by superintelligent shades of the colour green, to the beautiful and verdant planet of Wamalamadingdong, a refuge for the galaxy's ageing rock stars! This sounds too funny to be true, I hear you snort. Well that's what I thought. There's obviously some agency at work here with a wry sense of humour and a signed edition of the Hitch-Hikers Guide To The Galaxy. I mean, just look at the other planets... Magrethea, home of the planet builders; Menu, the restaurant planet, populated by waiters; a planet entirely covered with jacuzzis, owned it seems by Zaphod's Bathtime Funparks Inc.; Treetz, the planet that melts in your mouth, not all over your spaceship; and the fabulous holiday planet, Costa de Earth! It's all a bit too weird for words, really!

Ah, mighty Magrethea... well it would be mighty if there was anybody home. Landing in the space station here, (if you get past the missiles that is) a sign says "Planet Closed — leave your name and message and we'll get back to you in a couple of centuries".

This is Rygrin, the peaceful democratic home of the bright and imitative Rygrins. The chief trade here seems to be alien items, like the polythene bags the Rygrins wear, to prevent their pretty green colour rubbing off on people they have dinner with.



The restaurant planet, Menu, is totally useless. If you try to buy anything the computer just replies with "Sorry sir, Enlarged Cargo Bay is off. May I recommend the Herring Rouge, it's the chef's speciality?", or similar drivel. Not only that, if you try to take off without buying anything, they make you wash the dishes.

This is UB40. You can't buy anything here, and it's so small you can slip it into your pocket! And even then it ruins the line of your spacesuit. (It isn't a native of this system. The space station in orbit around it says the planet was put down here while the previous owner tied his shoe.)

In fact, lots of people like *Gauntlet*. A whole (heave thud) mailbag of 'em. Let's take a couple off the top...

Mike 'Merlin' Prior, Andrew 'Elite' Cope, Ben 'Cheata' Wootton, Hal E. Butt, and **D. 'dee-dee-dum-dum' Bolton** all have super tips for you to take into the dungeon with you. Off you go, my little owl pellets...

"Well here's some elastic for your mittens! Ever been in a spot where the exit is the other side of a wall, and you can't get to it? Well, simply press the Symbol Shift key (little red one) and Presto! Walk straight through the wall! For 128K press '?'.

"Poison is spelt OXO, not XXX!"

Huh? Oh, I get it. Cryptic clue, eh?

"When you get a no. 1 (that's no. 1, nosepickers!) score, the computer adds 1,000,000 to your total! Think carefully before rushing into battle. Pick off as many ghouls from a safe position as possible. Generators are often surrounded by extra troops, so a little shooting can make life easier... and longer! Destroy as many generators as are in range — clearing one from a nearby passage may help you go up that passage later if you need to. Don't automatically use potions on Death — he can be dodged and potions are often very valuable! In two player mode, select Thor and Merlin. Let Merlin pick up all the extra potions, except extra magic. Let Thor take this. To avoid destroying cider, let Thor bulldoze into a room (fighting hand to hand) and often you gain energy if helped by Merlin.

"In one player mode choose Thor, and don't rush into battle. Avoid levels 2 and 3 in *all* games!"

Thassit! That's all you're getting.

Okay, I'm off! In case you can be bothered, here's a quick bijou mentionette of the games I want tips on for next month: *Space Harrier* (Elite), *Sigma 7* (Durell), *Zub* (Mastertronic), *Space Hunter* (Firebird), and of course *Fairlight II* (The Edge) — the more the merrier!

Now then, now then, now then. Where shall I nip off to next month? Hmmm... I've been to the Zoo, but I suppose that's not that different from the *YS* office, so that's not much of a day out. How about the opera? Yeah, a bit of culture wouldn't go amiss. Or mebbe the ballet! Yeah, all those people leaping around dressed like swans... nah! Too much like the Zoo! I know! I've gottit! What a brilliant idea! Hex Loader stars in his own soap opera, live and direct from the oil capital of the world... Dallas! Yeaahhh! Brilliant. All I need is the money... (*Get lost! Ed.*) Okay, okay. I pay for meself.

Blimmin' skinflints!

Click bzzzzzzzzzzzzzz...

HEX'S HEROES

Click bzzzt! Oh, how I love the Zoo. All my snouty, furry, snuffly, creepy-crawly, long leggy and cuddly little friends are here... but enough of the *YS* team, my mates the animals are pretty nice too!

Zoos, it seems to me, are a bit like life. They stink. Nah nah nah, only joking, my little blue bottomed baboons. And what is life but a cage from which we all gaze longingly at the freedom of our fellow creatures? I think that says it all, really. (*It says a lot about the state of your head, you daft electric lunchbox! Ed*)

Okay okay, enough of the insults, Ms Ed! Tch! I dunno. You try and be profound, and what do you get? Scorn! Sassen frassen rassen... They laughed at Charlie Chaplin, y'know, but now look at him! The head of IBM! Hah.

Okay, here they are, the fluffy frootly yippy yappy yuppy Hex's Heroes. (Ta-rah!) First up is **P Abel**, aka Belter the Pooch, (arf! slobber! yap!) who barked up the right tree in pursuit of his big score of 87,000 on Paperdog, er, I mean *Paperboy*. How does he reach the pedals with his paws? I thought my paper was a bit chewy lately.

Okay, so what astrological sign is our next guest, would you say? Aquarium! Ho ho ho. It's okay, I know I misspelt aquarius, I did it on porpoise! Ho ha ha hee hee. My aquatic chum is **Edward Hoskin**, and how he ran up (or should that be 'swam up') a score of 5,119,475 on *Space Harrier* just using his snout on the keyboard is beyond me...

And finally, from no lack of porpoise, to no lack of foot size. **Richard Hallam** *is*... well I dolphin I really know what Richard is, but he's a flippin' big one, as this huge great footy print will attest. Cor! As long as me doobrie, it is! So's his score of 434,400 on *Terra Cresta*. Well stamp on me tootsies and call me pinky! (Wham! Argh!) No, not you, Richard. Ow!

Okie dokie, so that's about it. Let's hear it for the hi-scores! (Yee-hoo! Peep! Roaaooaorrr! Whistle! Hoot!) That's enough, don't get carried away.

Click bzzzzztttt!



P. Abel
Paperboy/87,000



Edward Hoskin
Space Harrier/5,119,475



Richard Hallam
Terra Cresta/434,400

HIT LIST

So what were the top selling games of 1986? Well, here's the top ten, and it's really 'strrrordinary! Nine of the top ten got great scores from our reviewers — 7 and above. And four of 'em were *YS* megagames! The only game that we thought was naff was Firebird's *Ninja Master*, and yet there it is at number 9. Well, we can't be right all of the time! Elite did brilliantly last year — three of its games got into the top ten best sellers, and two of them were so good that they were *YS* cover games. Elite's still going strong this year — *Bombjack II*'s on its way. The top of the lot was *Yie Ar Kung Fu* from Imagine — it got an 8 from us way back in March. The Ocean/Imagine label did pretty well overall too, with *Green Beret* at number 4 and *Rambo* at number 8. It just goes to show that *YS* is pretty good at spotting a winning game!

1986 Top Ten Games

Position	Title/Publisher	YS Rating
1	Yie Ar Kung Fu/Imagine	8
2	Formula One Simulator/ Mastertronic	7
3	Commando/Elite	9
4	Green Beret/Imagine	9
5	Thrust/Firebird	8
6	Ghosts 'n' Goblins/Elite	9
7	Paperboy/Elite	9
8	Rambo/Ocean	8
9	Ninja Master/Firebird	3
10	Winter Games/US Gold	8

YS BUBBLERS

- **Nemesis The Warlock/** Martech
- **Shockway Rider/**FTL
- **Rana Rama/**Hewson
- **Enduro Racer/**Activision

THIS MONTH'S TOP TWENTY TITLES

Position (Last Month)	Weeks in Chart	Title/Publisher	YS Rating
1 (2)	17	**Ollie And Lissa**/Firebird	9
2 (1)	5	**Gauntlet**/US Gold	9
3 (9)	13	**Paperboy**/Elite	9
4 (NE)	1	**Agent X**/Mastertronic	7
5 (16)	9	**180**/Mastertronic	9
6 (NE)	1	**Ninja**/Mastertronic	5
7 (12)	5	**Konami's Coin-Op Hits**/ Imagine	—
8 (8)	5	**Footballer Of The Year**/ Gremlin	6
9 (NE)	1	**Fist II**/Melbourne House	9
10 (10)	9	**Speed King 2**/ Mastertronic	7
11 (NE)	1	**BMX Simulator**/ Code Masters	7
12 (3)	5	**Super Soccer**/Imagine	8
13 (NE)	1	**Jailbreak**/Konami	6
14 (19)	5	**Konami's Golf**/Imagine	7
15 (6)	13	**The Great Escape**/ Ocean	9
16 (5)	5	**Cobra**/Ocean	8
17 (17)	5	**Hit Pack**/Elite	—
18 (NE)	1	**Top Gun**/Ocean	8
19 (NE)	1	**Professional Snooker Simulation**/Code Masters	7
20 (11)	5	**Space Harrier**/Elite	9

This chart is based on the *MicroScope* chart as compiled by Gallup.

Calling All Castaways!

Want to be alone with your Speccy and your eight favourite games to play them to your heart's content? Let us know the eight games you'd take with you to a desert island, and why you go overboard about them. Don't forget to bung a mug-shot in with your list so that we can print your piccy too. Each month the author of the wittiest of 'em will get fame, a *YS* badge and the top three games for his trouble.



DESERT ISLAND DISKS

Our first cast away reader turned out to be **Geoff Lloyd** of Macclesfield — doesn't he look cute? Okay Geoff, anchor's away.

Space Harrier/Elite
The speed and detail in this are amazing. The dragon's great, and I love it when your character falls painfully to his doom.

Trap Door/Piranha
Excellent huge cartoon graphics, and really funny movement! If you don't enjoy catapulting Drutt or squashing Boni — you're a Berk!

Colour Of Magic/Piranha
A real brainstrain — for me anyway. I like most Delta 4 stuff, and this is no exception.

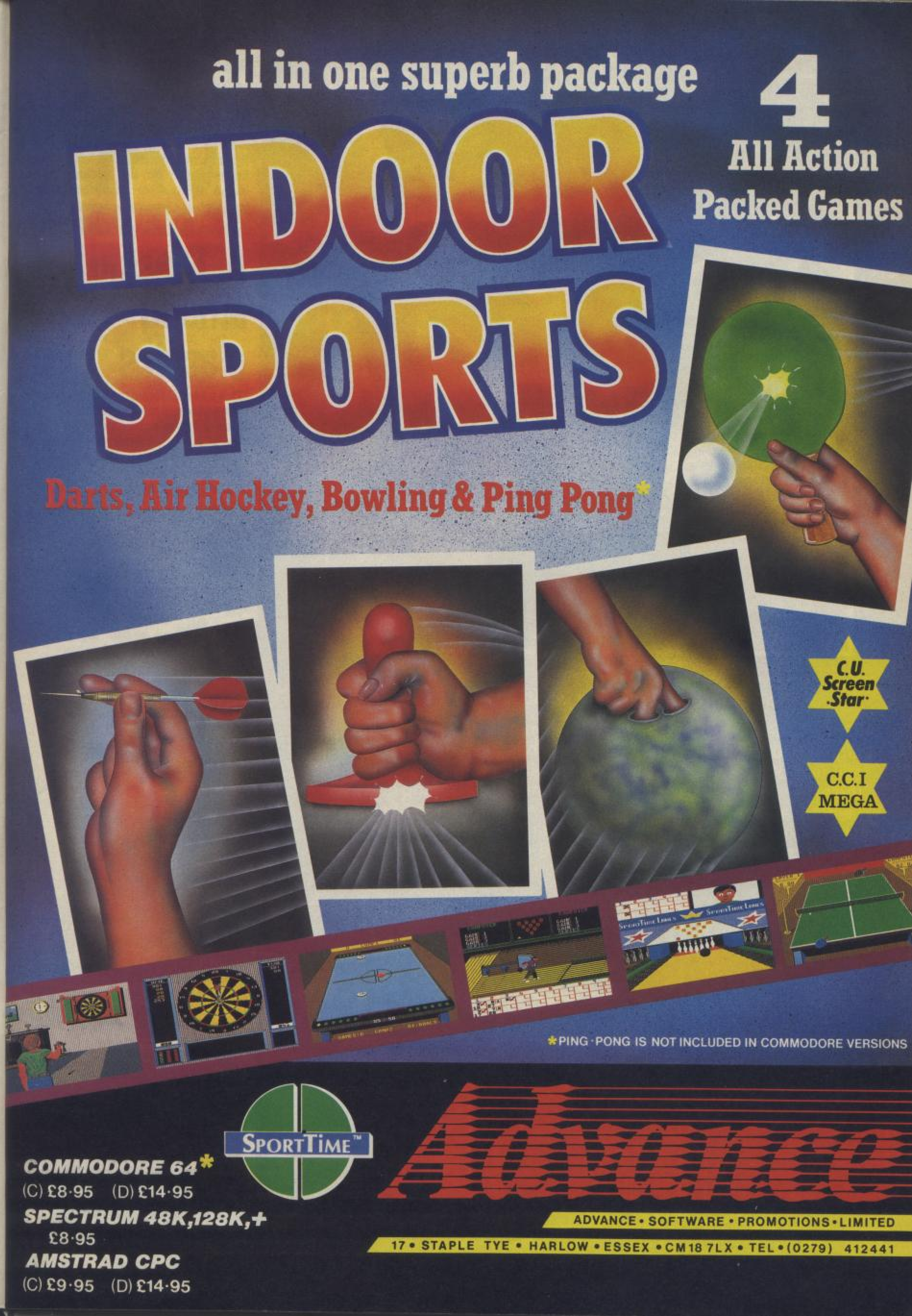
Batman/Ocean
My first 3D game — and what a game! Smooth graphics and cute, well-animated nasties. The puzzles drove me batty!

Spellbound/Mastertronic
When I bought *Spellbound* I got the biggest, and best, shock ever. Ingenious problems, and the windowmation is great!

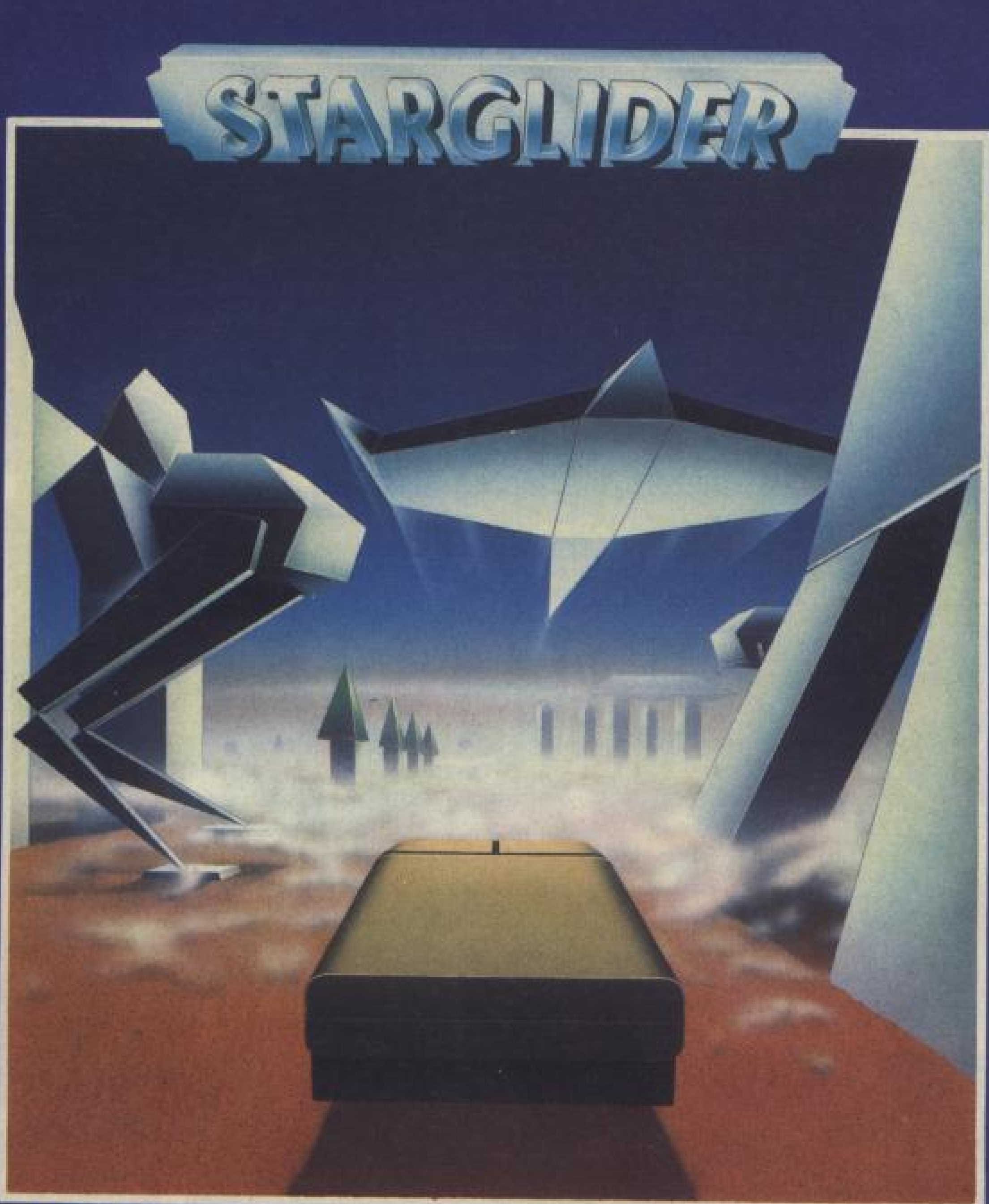
Bombjack/Elite
A berilliant conversion — there's a marvellous recreation of the original gameplay. When my Speccy's switched on *Bombjack* always gets loaded eventually.

Jack The Nipper/Gremlin
Triffic Beano-style graphics, humourous puzzles and animation — it's great for those with a naughty streak!

Sam Fox's (wahay!) ***Strip Poker***/Martech
Well, wouldn't you if you were all alone on a desert island? (*No, I wouldn't! Ed*)



all in one superb package
4
All Action
Packed Games
INDOOR SPORTS
Darts, Air Hockey, Bowling & Ping Pong*
C.U. Screen Star
C.C.I MEGA
*PING-PONG IS NOT INCLUDED IN COMMODORE VERSIONS
SPORTTIME™
COMMODORE 64*
(C) £8·95 (D) £14·95
SPECTRUM 48K,128K,+
£8·95
AMSTRAD CPC
(C) £9·95 (D) £14·95
Advance
ADVANCE • SOFTWARE • PROMOTIONS • LIMITED
17 • STAPLE TYE • HARLOW • ESSEX • CM18 7LX • TEL • (0279) 412441



GAME OF THE YEAR

'One of the finest games ever for the Spectrum... It's hard to imagine a better shoot 'em up... Starglider is the best vector graphics game to date'

Crash Smash

A Classic among classics

'The best 3D line graphic game ever. Better than Elite, with the emphasis on action'

Sinclair User Classic

'The graphics are the one thing that makes Starglider stand cockpit and laser gun above previous 3D games'

Your Sinclair Megagame



SENT TO CONQUER - MACHINE VERSUS MAN

Air to air and air to ground combat flight simulation

Defeat the elusive Starglider in an amazing all-action combat flight simulation. The planet Novenia has been devastated by an evil tide of invading Egrons; single-handed, you must wipe out the enemy in explosive one-to-one combat. Swooping down with lasers blazing, you'll need to take fast evasive action to avoid the barrage of enemy missiles. Exhilarating low-level attack and defence flight manoeuvres, coupled with a cunning strategic element, make STARGLIDER a classic among classics.



Energy towers lie dead ahead defended by heavily armed Egron battle tanks



A Stomper and Walker close in. Laser fire is futile against these metal monsters



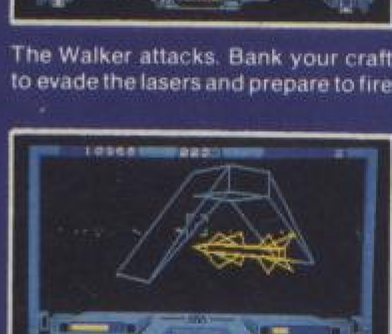
The Walker attacks. Bank your craft to evade the lasers and prepare to fire



Missile launched! Steer your TV-guided missile on target to annihilate the invader



The Starglider swoops in to attack. Several direct hits are needed to destroy it



A special mission. A devastating super missile has been located in the ruins of Novenia

Screenshots taken from Spectrum 48/128 version

Spectrum 48/128 cassette

£14.95

RAINBIRD

Rainbird Software, Wellington House, Upper St Martins Lane, London WC2H 9DL
Tel: 01-240 8838
Rainbird Software is a division of British Telecommunications plc

HACKING AWAY

Send all your POKEs, hacks and cries for help to ZZKJ, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

WRITE TO US AND WIN A BADGE

ZZKJ brings you more POKEs than a second-hand dartboard!

Can this be the only page in this month's mag that's totally sane? Well, you know what it says on the cover. Yep, April, and we all know what that means. So I've chopped out all the silly bits from *Hacking Away* this month to present you with a totally sensible page! (*And the three bears. Ed*). Anyway, let's get started before someone spots what's going on.

BOMBSCARE

First off, here's some useful stuff from **Robert Howsham** of Doncaster. Not only has he sent in a complete hack program for Firebird's *Bombscare*, but he's also sent in all the teleport codes, which are

ZEPHA QUART DELTA XYLEM NITRO CRYPT YTRON ASTRA

To use the hack program, just type it in, RUN it and play the game tape from the start. If you don't want a POKE, just delete the line on which it appears. So, f'rinstance, if you don't want infinite time, then delete line 80. Couldn't be easier!

```
  10 REM BOMBSCARE HACK
© ROBERT HOWSHAM
  20 BORDER 0: PAPER 0: I
NK 0: CLEAR 27999: POKE 2
3659,0
  30 LOAD ""SCREEN$ : PRI
NT AT 21,0: LOAD ""CODE 2
8000: PRINT AT 21,0: LOAD
 ""CODE 65000
  40 POKE 23606,46: POKE
23607,181: POKE 23659,2
  50 POKE 56777,0: REM
INFINITE LIVES
  60 POKE 54129,0: REM
INFINITE SHOTS
  70 POKE 56286,0: REM
INFINITE ENERGY
  80 POKE 57316,201: REM
INFINITE TIME
  90 RANDOMIZE USR 65000
```

Robert also asked if he should be called Chris or Andrew to get a POKE published. The answer's obvious Robert!

FIRELORD

There's been a definite lack of Chris' so far this month, so I'd better wheel one in for tradition's sake. **Chris Wild** of Shaw, near Oldham has sent in a hack for Hewson's *Firelord*. Just type in the program, save it off, RUN it and play the game tape from the start. Again, if you don't want a POKE, delete the line on which it appears, but don't change the order of the lines, and make sure you leave lines 10-80 or 140 alone.

```
  10 REM FIRELORD HACK
© CHRIS WILD
  20 PAPER 0: INK 0: BORD
ER 0: CLEAR 65535
  30 FOR n=65368 TO 1e9:
READ a
  40 IF a<256 THEN POKE n
,a: NEXT n
  50 RANDOMIZE USR 65368
  60 DATA 62,255,55,221,3
3,39,244,17,125,2
  70 DATA 205,86,5,48,243
,62,255,55,221,33,0,64
  80 DATA 17,87,191,205,8
6,5,175
  90 DATA 50,125,155: REM
 INFINITE TRADING
 100 DATA 50,205,134: REM
 INFINITE LIVES
 110 DATA 50,38,156,62,58
,50,67,156: REM USE WITH
INFINITE LIVES FOR ADDED
PROTECTION
 120 DATA 175,50,170,150,
62,7,50,156,150: REM
SHOOT ALL THE TIME
 130 DATA 62,58,50,168,13
6: REM DON'T DIE WHEN RUN
 OUT OF ENERGY
 140 DATA 195,79,94,999:
REM DATA END MARKER
```

NOSFERATU

Finding Piranha's *Nosferatu* a bit of a pain in the neck? Keep coffin up blood every time you die? (*Groan! Ed*). Then use this hack from **Jon North** of Sutton to relieve the pain. Type it in, save it off for future use, RUN it and play the game tape from the start. If you don't want one of the POKEs, just delete the line on which it appears, but don't touch lines 10-80 or line 120.

```
  10 REM NOSFERATU HACK
© JON NORTH
  20 FOR n=30000 TO 30015
: READ a: POKE n,a: NEXT
n
  30 RANDOMIZE USR 30000:
 POKE 65137,255
  40 FOR n=65280 TO 1e9:
READ a
  50 IF a<256 THEN POKE n
,a: NEXT n
  60 RANDOMIZE USR 65024
  70 DATA 205,86,5,221,33
,215,253,17,189,0
  80 DATA 62,255,55,195,8
6,5
  90 DATA 175,50,243,126:
 REM INFINITE TIME
 100 DATA 175,50,196,132:
 REM NO OBJECTS OR SPRITE
S
 110 DATA 62,201,50,111,1
55: REM NO SPRITE MOVEMEN
T. ALSO IMMORTALITY
 120 DATA 195,0,118,999:
REM END MARKER
```

STARGLIDER

And what better person to end with than me? I've got some hints for Rainbird's triffic game *Starglider*. Originally there were going to be two hack programs — one for the 48K version and one for the 128K version. However, once I got started I discovered a very obscure cheat mode. It's simple to use, but activating it is a totally different matter. First of all you have to get a high score. All you need to do is score more than 1000 points. Walkers are worth 800 points and there are always one or two on level one, so it shouldn't be too hard.

Once you've got beyond 1000, die, (whatever you do don't use game abandon). When you're asked for your name on the hi-score table, type in "GBIO RGS" (all in capital letters with one space as I've shown here) for your name and then press ENTER. The cheat mode has now been activated. Then start a game. To use the cheat mode, press pause. Although it'll only say Abandon/Continue, the number keys 1-4 now have functions.

Key	Function
1	Goto next level on exit from pause mode
2	Indestruct mode on
3	Indestruct mode off
4	Gives you two missiles

In Indestruct mode your lasers, shields and energy don't go down.

I've even got some tips for the game just to annoy Hex Loader. When using a missile on something, fire just before you crash into it — that way you can't possibly miss. This'll make things much easier when you're going after Starglider One. (On the 128K version, keep an eye out for the Action Replay when you do destroy it!)

If you're playing the 128K version you'll be interested in the missions. Getting them is simple — every now and then a message will pop up telling you to go to a repair station. When you dock you'll now have an extra option to find out about your mission. These are:

1. To get your rear view scanner
2. To get your Auxilliary Energy Pod
3. To get a Super Missile
4. To destroy an Egron Battle Crawler
5. To destroy the Ammunition Dump
6. To destroy the Command Centre

Items 1-3 are usually on or under one of the bridges, so be careful not to shoot them. The super missile isn't really worth it, as it only has twice the range of the normal one, and it can't destroy Starglider One on its own. The missions can come in any order, but you do get more than one Super Missile mission.

Okay, that's your lot for this month. Terribly sensible, wasn't it? Well, alright, maybe not, this is *Your Sinclair* after all. Don't forget, though, I'm here to help, so if you've any problems on hacks or POKEs you know where I am, and I want to hear from you! You'll get a *YS* badge if your letter's printed!

HACK OF THE MONTH

SPACE HARRIER

And here's a very useful hack for *Space Harrier* from Elite. **Ian Stonelake** of Uxbridge has sent in this infinite lives hack and, as usual, you type it in, RUN it, play the game tape from the start and away you go. If you think the lives counter is going down and I've cheated you, don't fret. Yes, it is counting down, but you really do have infinite lives.

```
  10 REM SPACE HARRIER
HACK © IAN STONELAKE
  20 CLEAR 64000: LOAD ""
CODE
  30 POKE 65289,196: POKE
 65293,193
  40 POKE 65449,178: POKE
 65450,143
  50 FOR n=65488 TO 65494
: READ a: POKE n,a: NEXT
n
  60 RANDOMIZE USR 65224
  70 DATA 33,194,191,34,4
3,202,201
```

MICROSNIPS LTD

37 Seaview Road
Wallasey, Merseyside
L45 4QN
051-691 2008

NEW HOTLINE

Subject to B.T. installation

Telephone: 051-630 3013

SOFTWARE FOR ALL SINCLAIRS

Spectrum 128+2	£144.95
Spectrum 128+2 pack	£153.95
Spectrum 128	£119.95
Spectrum Plus	£89.95
Amstrad 464 + Monochrome	£189.95
Amstrad 6128 + Monochrome	£289.95
Spectrum Power Supply (inc post)	£9.95
Amstrad 6128 + colour monitor	£379.95
Data Recorder	£24.95
Cassette Lead	£1.59
ZX Service Manual	£29.95
ZX Spec Keyboard Mat	£5.95
ZX Spec Keyboard Membrane	£3.99
ZX Spec Template	£3.50
ZX Spec Jack Socket	£0.75
ZX Power Socket	£1.25
2m TV/Comp Lead	£2.49
1m TV/Comp Lead	£1.59
ZX + Membrane	£8.50
Spectrum to Spec + Kit	£34.95
DK-Single Port J/S Int	£8.95
DK-Light Pen/Interface	£18.50
DK-3 Channel Sound	£24.50
DK Speech Synthesizer	£23.95
VTX 5000 Modem	£39.95
Joystick-(S.S)- Steel shaft	
Joystick-(M.S)- Microswitched	
Pro Ace	£9.95
Micro Ace (S.S) (M.S)	£15.95
Zip Stik-New Model-(S.S) (M.S)	£19.95
Ram print with Ram write	£31.95
Genie Assembler	£8.95
Ram Music Machine	£47.50
Vulcan Gunshot I	£6.50
Arcade by Euromax (S.S) (M.S)	£17.95
Robtek Robot Interface	£29.95
New 'Microblaster' (S.S) (M.S)	£14.95
Konix Speedking (S.S) (M.S)	£11.95
Joyball (M.S)	£13.95
Microstick (M/S) Joystick	£5.95
Kempston Pro Joystick Interface	£15.95
Tristate Joystick I/F	£12.95
Cheetah 125 +	£7.50
Cheetah Mach I (M.S)	£13.50
Quickshot II	£7.50
Joystick (+2) Selector Cable	£2.99
Joystick Extension (3m)	£9.95
3½in Lockable disc box holds 90	£10.99
Dual Port Interface	£12.99
DK-Programmable J/S I/F	£22.50
Cheetah Spectrum	£24.50
Cheetah Sound Sampler	£44.95
Cheetah Midi Interface	£49.95
128 to Midi Lead	£9.95
56W Extension Cable	£9.95
56W Double Extension Cable	£14.95
TV/Computer Splitter	£2.99
Kempston Mouse with Rainbird 'Art Studio'	£69.95
QL Disc Interface	£99.95
QL Centronics Interface	£39.95
Kempston Disc Interface	£85.00
Centronics 'E' Printer I/F	£39.95
L-Print III SER/CENT Interface	£32.00
L-Print Centronics Lead	£12.95
L-Print Serial Lead	£12.95
Int-I to Epson	£9.95
Int-I to Brother	£14.95
Opus Centronics Lead	£9.95
Opus Serial Lead	£9.95
Microdrive Extension	£9.95
On/Off Switch (State Model)	£4.95
QL Joystick Adaptor	£5.95
QL/Brother Serial	£9.95
Spec + Dust Cover	£4.99
Timex/Alphacom Thermal Paper 5 Rolls (inc post)	£10.95
ZX-Thermal Paper (5 Rolls)	£9.50
Voyager 7/S-W/INT	£129.95
QL Modem + QCall + QConnect + QMod by Tandata	£99.95
Tasword Two	£12.95
Tasword 128	£18.95
Tasprint	C.£9.50 M.£10.95
Tascopy	C.£9.50 M.£10.95
Tasword Three	M.£15.95
Tasdiary (M/D Only)	£9.50
Taswide (Screen Stretcher)	£5.50
New Beta Plus Disk System	£89.95
Beta Disk Interface	£59.95
Robcom Head Alignment	£4.95
Saga Emperor Keyboard	£44.95
Saga Elite Keyboard	£69.99
Lo-Profile Keyboard	£34.99
Multiface I	£39.95
Multiface 128	£44.95
Complete Disciple/Disc Drive back-up system	£209.95
4 Pack Microdrives	£7.95
Single Microdrives	£1.99
Disciple Disc/Printer Interface	£89.95
Axiom 3½" SS Disks (10)	£16.95
Cumana/Opus 5¼" 80T Drive + Disk Interface	£179.95
QL Disk Drive (3½")	£99.95
Data Daisywheel	£149.95
Tatung TP100 Printer (Centronics)	£199.95
11"x9½" Paper (1000 sheets)	£10.95 (inc post)
DMP2000 Ribbons	EA £5.95
Tatung/Welco Ribbons	EA £4.99
Currah Microslot (2-Way Expandable Motherboard)	£6.95
5 DS/DD 3.5" discs	£8.95
Currah Speech	£21.95

SOFTWARE

ALL CURRENT TITLES STOCKED*

Paperboy	£6.75
Sky Runner	£6.99
Trivial Pursuit	£12.95
Hive	£8.50
10th Frame	£6.75
Glider Rider	£7.25
Ace by Cascade	£7.95
Cascade Tape '50'	£7.95
Crystal Castles	£7.95
Gauntlet	£6.99
Agent Orange	£8.50
Jail Break	£6.99
Computer Hits III	£7.95
Konami Golf	£6.75
Donkey Kong	£6.95
Marble Madness Construction	£7.75
Great Escape	£6.75
Now Games III	£7.95
Archers	£8.50
Eastenders	£8.50
Education 5 Pack for 5-8 year	£6.99
Masters of the Universe	£7.50
Tomahawk	£8.50
5 Star Games	£7.99
Xevious	£8.50
Headcoach	£7.99
Fist II	£6.99
Vera Cruz	£7.50
Star Glider	£12.95
Crash Smashes II	£7.99
Kayleth	£7.99
Graphic Adventure Creator	£18.95
Revolution	£7.50
Hardball	£7.50
Trap Door	£6.95
Konami Coin Ops	£8.50
Light Force	£7.99
Contact Sam Cruz	£6.99
T.T. Racer	£6.95
QL Steve Davis	£13.95
QL Bridge Player	£16.95
QL Hyperdrive	£13.50
Acrojet	£7.95
Nosperato	£7.99
Dynamite Dan II	£6.50
Animator I	£8.50
Waterloo	£8.50
Hit Pack	£8.50
Strike Force Harrier	£8.50
They Sold a Million II	£7.99
PSI Chess	£8.50
Dan Dare	£8.50
Short Circuit	£6.99
War	£6.99
Giddon	£7.75
Starquake II	£6.75
The Writer	£12.95
Mailstrom	£6.50
Aliens	£6.50
Laser Basic	£13.95
Laser Compiler	£18.95
Music Typewriter	£9.50
Trivial Pursuit (young players)	£12.95
Scrabble	£6.95
Junior Trivial Pursuit	£12.95
Advanced Art Studio 128	£21.95

Send SAE for complete lists

MAIL ORDER

CHEQUES, PO's PAYABLE TO:
MICROSNIPS LTD

add 5p in £ postage; add 10p in £ Europe
at cost to other countries

LOMBARD
TRICITY
CHARGECARD

ENDURO RACER

Don't live life on the hard shoulder. Move up a gear with Activision's latest speedtrap and *Marcus* "Live fast, die old" *Berkmann.*

"It's another racing game," they said, and the heart sank. "Motorbikes," they went on, and by this time the ol' red pumper was wheezing away at liver level.

Then suddenly my mental light bulb pinged into action. Wasn't *Enduro Racer* that huge throbbing arcade game with the twisty-turny effect of being on a real motorbike? Wahay! This might not be so bad after all. And it isn't! In fact, Activision's conversion is more than not bad — it's a down home Class 1 ripsnorter.

Five levels of vicious motocross await you, and if you think that sounds a bit peasy, on yer bike — just try getting to level 5. You start in woodland, fizzing along the road on your high speed hairdryer, haring past trees and your rival Eddie Kidds. As you power across the landscape, your target is to get through the course in less than a minute — no mean feat. Especially with all those hillocks in your way — still, they make a change from the usual boring flatness and you'll get a real thrill as you mount that hump! Wheee! Don't get too carried away, though, 'cos you'll often find rocks and things lurking over the horizon just itching for you to smash into them.

You'll also come across some devilish looking ramps — uncannily like those "sleeping policemen". But don't slow down — these'll let you fly straight over fields of lethal boulders with the greatest of ease. When you land, pull the joystick back and you'll do a wheelie, which'll allow you to accelerate again more quickly and make you look *really* macho. Otherwise your body simply jumps off the bike seat (only your hands rescuing you from certain doom) and you'll end up being overtaken by the snails. Push the joystick forward to increase speed, press fire to decrease it. When you move round to the left or right, you lean into the bend — if you lean too far, your foot scrapes the turf and apart from wearing out your boots you'll also slow down.

These are very much the basic skills. But while the first level is mainly about staying in the saddle and going like the clappers, the next stage, set in a baking desert wilderness, is a biker's nightmare. In fact it's a bit of a doughnut to get through. Vast slabs of desert rock sit slap bang in the middle of the road — one false move and *crash*, you're spattered across the asphalt. Hillocks hide evil hairpins that even Danny La Rue would find a trial. Ramps are alternately life-saving boons and well-disguised traps.

None of this cleverness, though, would mean a bunch of bananas if the graphics weren't up to scratch. And as you can see from the screenshots, they're just what the doctor ordered. When you approach a hill for the first time, you find you're over it before you can say Evel Knievel, let alone react. This can cause the odd problem if there's a rock on the other side.

Some of the effects, too, are spectacular. Crash over a boulder and you can almost feel the bruises. Bang into a slab of rock and you look for the blood. The 3D illusion is so well handled that you barely notice it. I also like the nice little scroll you get when you remount your crashed bike, moving you back into the centre of the course. *Enduro Racer* is packed full of subtle touches just like that. It's not entirely perfect, of course — avoiding the boulders, for instance, can often be a matter more of luck than of judgement. Even so, it's a racing game that's streets ahead of the opposition. Give it a road test and see! Brrrrmmmmm.....!

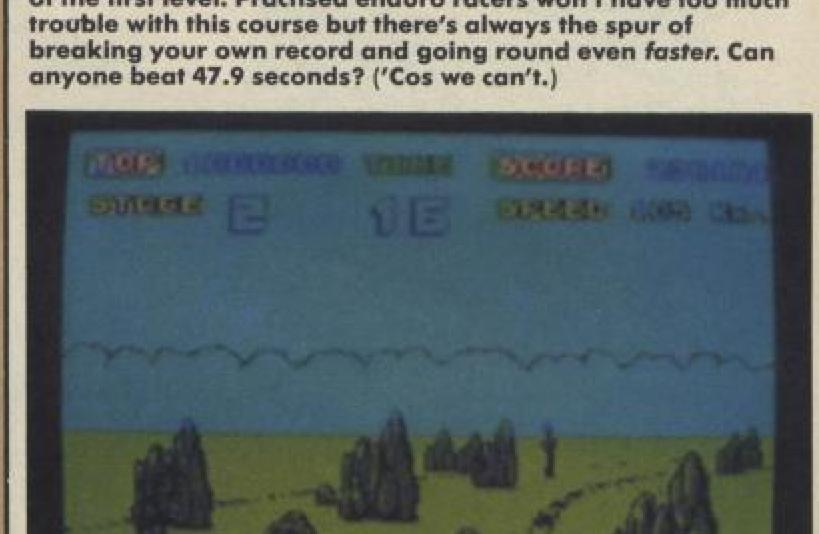
Graphics
Playability
Value for Money
Addictiveness
9

FAX BOX

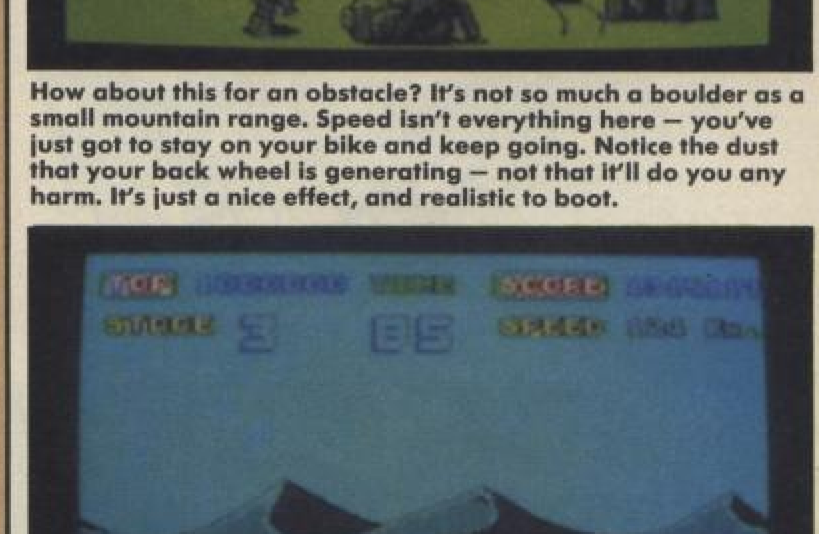
Title	Enduro Racer
Publisher	Activision
Price	£9.99
Release Date	March



Here you are grooving through the lush verdant pastureland of the first level. Practised enduro racers won't have too much trouble with this course but there's always the spur of breaking your own record and going round even *faster.* Can anyone beat 47.9 seconds? ('Cos we can't.)



How about this for an obstacle? It's not so much a boulder as a small mountain range. Speed isn't everything here — you've just got to stay on your bike and keep going. Notice the dust that your back wheel is generating — not that it'll do you any harm. It's just a nice effect, and realistic to boot.



It's out of the frying pan and into the fridge on level 3. The Ice Level couldn't be bleaker, but you'll have to get to grips with that wheel spin! The ramp in the near distance will propel you into the air at high speed, but careful you don't go off the track, 'cos you're liable to slide about a bit!

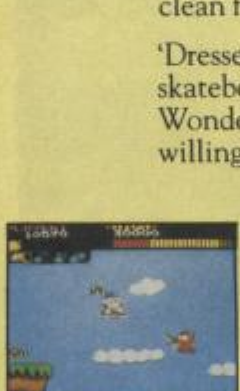
Arcades withou

Licensed to deliver big brothers actio

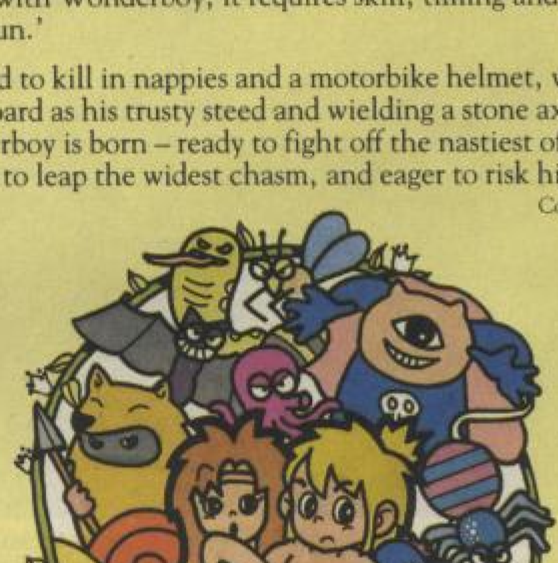
WONDER BOY

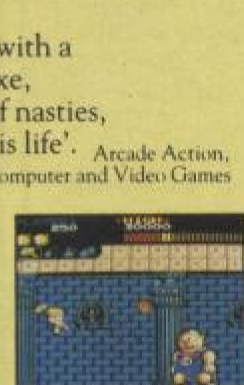
'Wonderboy reminds me of Super Mario Brothers… you can't go wrong with Wonderboy, it requires skill, timing and is good, clean fun.'

'Dressed to kill in nappies and a motorbike helmet, with a skateboard as his trusty steed and wielding a stone axe, Wonderboy is born – ready to fight off the nastiest of nasties, willing to leap the widest chasm, and eager to risk his life'. Arcade Action, Computer and Video Games



ARCADE SCREEN





ARCADE SCREEN

- 'Best and fastest scrolling on a racing game'
- 'Best sprite design'
- 'Best playability'
- 'Best coin-op conversion' Popular Computing Weekly
- '…brilliant' Arcade Action, Computer and Video Games
- Your Sinclair Megagame



JUMP INTO THE WOR

This Sega coin-op conversion puts other top softwa ho

ZX SPECTRUM 48K/128K/+(£9.99), COMMODORE 64/12 Cas
and Disk (£14.99) and AI

ut the change.

tion without busting your pockets.

EGA®

FREE GAME OFFER
(details inside each pack)

QUARTET

SPACE COLONY "06" has been attacked by space pirates. To put an end to their plundering, a private rescue team calling themselves the "QUARTET" is recruited.

'...extremely addictive and highly playable' Arcade Action, Computer and Video Games





ARCADE SCREENS



LD OF ENDURO RACING

re houses to shame. It sets a new standard for arcade tie-ins.
Sinclair User Magazine

RACER™



SPECTRUM SCREENS

128 Cassette (£9.99) and Disk (£14.99), AMSTRAD CPC Cassette (£9.99)
d ATARI ST (£24.99) – All titles.


Is This Really Auf Wiedersehen Monty?
Ah mole oh meeo
Limited Edition
I wonder what's on at the ... ROUGE'
Limited Edition
MOLEDANIA
Just a few lines between continental heists and yet more hairy escapades to say hello to all my fans and invite you on my most exciting and exacting journey to date, a whistle stop tour of the capitals of Europe acquiring more than just the local scenery on the way.
Oops... must dash... gendarmes hot on my tail. Will write again soon with more news of my exhilarating escapades and growing booty bag.
Monty
To MONTY MOLE FANS EVERYWHERE
Fantastic full colour wall poster only 99p
AUF WIEDERSEHEN MONTY
GREMLIN GRAPHICS SOFTWARE LTD
FREE Lapel Badge with all games
Spectrum 48K tape £7.99
CBM64/128 tape £9.99, disk £14.99
Amstrad tape £9.99, disk £14.99
These squeaking windmoles are driving me mad!
Limited Edition
GREMLIN
Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

THIS IS THE MODEM WORLD

Comms? Sounds like Superman's underwear. *Ian Hoare* comes out of the phone booth in a single bound, with all you ever wanted to know about the heady world of computer communications.



Illustration: Nick Davies

Comms is short for Communications, a pastime to which thousands of computer users devote a large portion of their time. Using a device called a 'modem', you connect your computer to another computer, often a big micro or mainframe, via the telephone lines. Once on-line you're able to access vast databases of information, helplines, bulletin boards, games, and downloadable software.

So what will you find when you log on? You can play multi-user games, such as Micronet's *Shades*, or the infamous *MUD*. You can download dozens of programs for your computer, some of which you have to pay for but most of 'em are free! You can 'chat' in real time to other users of the board, from all over the country (and overseas!) about anything from gardening to computers, typing in your part of the conversation, and reading their replies; contact like-minded people, and chat endlessly about your favourite subjects; make friends and even useful computing or business contacts. You can read up to the minute news items, often weeks before they appear anywhere else. There are advice pages by experts in many fields, who can answer your technical problems. Using the bulletin boards (BB's), you can put up notices to be read by lots of other computer users, and these can be on any topic! There are Gay BBs and Closed User Groups (CUG's), Lonely Hearts clubs, and X-rated BBs of every leaning and persuasion. You can order goods and services via Teleshopping, stash your cash with an on-line building society, do electronic banking, look up a number in the electronic Yellow Pages, find out times of trains and flights, order tickets for the cinema and theatre, send Telexes and Telemessages anywhere in the world and generally have access to useful information about almost anything!

What's In A Modem?

Exactly what is this magical gadget that opens so many doors? How does it work? Well, a modem, short for MODulator DEModulator, is a device that modulates a stream of data into a form that can't be distorted by transmission and sends it down the phone lines. It also receives and demodulates signals coming back up the phone lines, and displays them on your computer. It's bit like inventing a code to encrypt a message and then sending it to your friend, who decodes and reads it.

(It's funny that once upon a time a modem used to be the only way you could use a computer in your home, tapping in to a mainframe via a teletype terminal. Now it's thought of as being a new thing!)

Incidentally, RS232 means 'Recommended Standard 232'! It's a device that translates a byte of data into a stream of bits separated by markers, so that the receiving device doesn't decode out of synch.

Once you've got a modem, who can you get on-line to? With the right software and add-ons, you can contact BT's famous Prestel (affectionately known as Pretzel), or any other similar viewdata style boards; scrolling terminal systems such as Telecom Gold and Microlink; megalithic American databases such as The Source or Compuserve; or any of the 240 or so small 'Bulletin Boards' (known as BBs) over here, which are operated commercially or by enthusiasts.

One golden rule, though, is that you get out of comms only what you put in! That means that if all you do is log on and put up messages saying "I'm bored!" and never chat to people or contribute on any level, or just log on to download programs, you'll find yourself very unpopular and wish you'd never started. If, however, you take part in conversations and generally *give* to the system, you'll find that you're involved in an exciting and rewarding hobby.

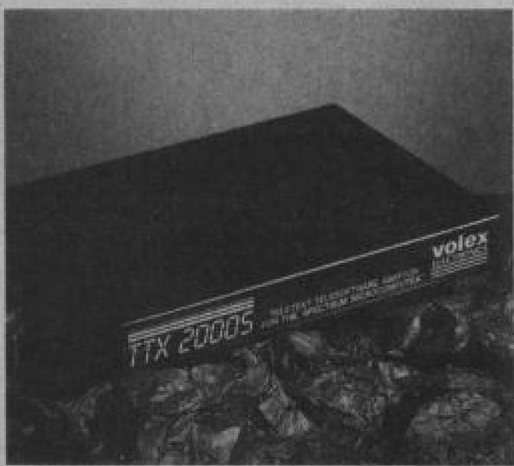
Getting On-line

So, you've decided to go on-line, but what do you need? A computer, first and foremost, then a modem, a phone, a full RS232 interface, and finally the right software to handle all the terminal functions. There are two distinct types of BB, Viewdata or Scrolling Terminal:

1. Viewdata — The viewdata format generally runs on 1200/75 baud ('baud' being a measure of data transfer speed) and looks a lot like the Teletext format you get on TV sets — Oracle and Ceefax. It has colour and lo-res graphics. The host computer stores all its information in screenfulls, called 'frames', and you can capture and store, edit and transmit your

HARDLINES

Okay, you've got the dosh, and the urge to run up BT bills that read like phone numbers. What do you buy? Where can you buy it? Generous quantities of who from? Let's take a few samples...



Volex TTX 2000S/Volex Electronics

An alternative, for those of you who can't get enough Prestel, are the four Teletext services (one for each TV channel) Ceefax, Ceefax 2, Oracle and 4-Tel. You can pick these up any time the TV stations are broadcasting by using this adaptor on your Speccy. Only costing £64.99 (inc VAT and postage), it enables you to get up-to-date information, but in a read-only format. You can't leave messages, or interact in any way. But there's lots to read!

Contact: Volex Electronics, Stowell Technical Park, Eccles New Road, Salford, M5 2XH.
Telephone: 061-736 5822.



Kirk Automation Comms Pack/ Kirk Automation Ltd

New full feature modem and comms package. I haven't seen it, but the spec looks impressive. For £149.95 (inc. VAT and postage) you get an Enterprise 1 modem, colour viewdata/terminal software suite, interface, leads and all the instructions you need to get booted up and on-line in minutes!

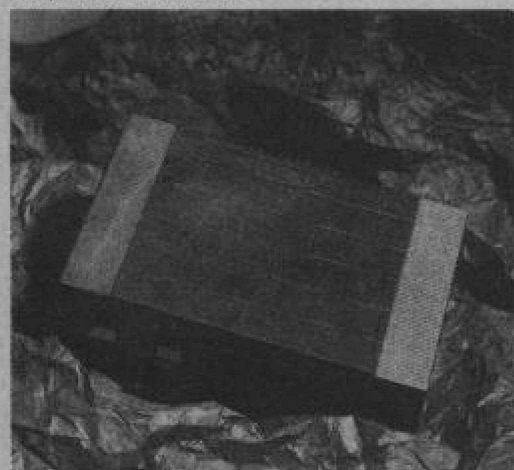
Contact: Kirk Automation Ltd, Bridge Works, St. Whites Road, Cinderford, Gloucester, GL14 3HB.
Telephone: (0594) 220884.



VTX5000/Distributed by Micronet

The cheapest and most widely available modem for the Spectrum. An all-in-one box of tricks, containing all the inter- facing and built-in software you need to turn your Speccy into a 1200/75 baud Prestel terminal. Rather prone to crashing if the edge connector gets dirty. Designed for the 16-48K Spectrum, it'll work with the 128+2, but not with the plain vanilla 128K...unless you rip out the ROM and replace it with a +2 ROM! (Rather counter productive, if you ask me!) Well supported with extra software, like Steve Adams' *Specnet Gold*, *Editor*, *Fireview*, *Firescroll*, *Dialsoft*, user-to-user software and bulletin board software like *Micron*.

Contact: Micronet, Durrant House, 8 Herbal Hill, London EC1R 5EJ.
Telephone: 01-278 3143.



Spectre Comms Pack/ Spectre Communications

A bit new and untried at the moment, but has excellent viewdata and adequate scrolling terminal software (written by Dave Gorski) on ROM. This is the best choice for 128 and +2 owners. New Micronet subscribers might well get the Modem 2000 free, (though make it clear you want this one and not a VTX5000) with the RS232 interface and software for just £49.95. The full package, including the fabulous Tandata Qmod Modem is a very reasonable £99.95!

Contact: Spectre Communications, The Old School House, Tenter Row, Crosby Ravensworth, Penryth, Cumbria CA10 3JA.
Telephone: (0204) 57293.



VTX711/Modem House

Brand new comms package, containing the interface, a cable, and a three-piece suite of terminal software. The interface goes from 300 to 4800 baud, altered by twisting a little pot switch on the back. It has auto dial, auto answer, XModem, Xon/Xoff, all the bells and whistles, and is usually sold with the excellent multi-baud rate Voyager 7 modem. The whole package costs £119.90 (inc. VAT and postage) and contains everything you need for "World Domination By Friday", if its ads are to be believed!

(STOP PRESS: Unfortunately Modem House is going into liquidation, so getting hold of this wondrous package *could* prove a little problematical. Watch out for bargains on these products in the near future.)

Contact: Modem House, 70 Longbrook Street, Exeter, Devon, EX4 6AP.
Telephone: (0392) 213355.

Photography: Liz Heaney

own frames. Each frame is given a number or letter, and is called up simply by typing a '*' then the number or letters followed by a '#'.

The biggest and best known viewdata system is of course Prestel, which also contains the very popular Micronet. Another that's very good is The Gnome At Home (G@H to its aficionados), which unlike Prestel is free for anyone to use. (*Look out for Flippo on the G@H — that's me! Phil.*) It's large and full of interesting SIGs, with a wry sense of humour throughout.

You must subscribe to Prestel in order to use it, but with a mind boggling 350,000 pages, plus inroads to BT Gold, *Shades* and Micronet, it's worth it. Micronet (The Net) is a huge club for microcomputer enthusiasts, containing a mere 13,000 pages (mere?), and is regularly visited by over 20,000 people! The Net also has a popular Multi User Dungeon (MUD) called *Shades*, in which you play a text adventure game against not only the

AN INTERVIEW WITH PAUL CLEVETT



Paul Clevett (an experienced chap of a mere 20 years) has come up with quite an astonishing package for a BB running on a Spectrum. It's viewdata compatible and incorporates some features that even Prestel doesn't have yet, such as keyword searching and direct editor control of the operating system. If a caller logs on and gets into difficulties, Paul can talk to him and help him out on the bottom line of the screen, while the caller can still see what's going on. He's also just written scrolling terminal and viewdata software that'll work with the jolly old VTX.

How long have you been interested in computers?
About five years. I played with the ZX80, ZX81 and Vic 20 before getting my Speccy.

And how long have you been involved in comms?
I was one of the first subscribers to Micronet, having started about three years ago. I found it fascinating and soon wanted to run my own bulletin board. I tried the Micron system, but wanted to give viewdata compatibility. So I got a couple of Beta disc drives and started writing my own software with them.

How did you learn to program?
By trial and cock-up, how else?

Tell us about *Firefly*. That's the name of your BB system, isn't it?
It's now Firefly II. *There are over 500 frames on the system but, with two beta drives, I can hold about 1,600 frames of information. Because the number of routes is normally limited in a particular area, it can give extremely fast access time from one frame to another.*

Can anyone get hold of *Firefly*?
No problem. It costs about £50 for the software but it can only run with the Beta drives as I've used their DOS calls directly for extra speed. I can provide the Beta drives and interface too, through the shop. They cost about £250, all in.

computer, but *other users*!

2. Scrolling Terminals — Scrolling terminals usually operate at 300 baud, although some operate on a 1200/75 or 1200/1200 baud rate. (Many business type ones even go in and out at rates of 4800 or 9800 baud!)

New information is fed to your computer, and like the computer terminals so beloved of sci-fi films, it scrolls up from the bottom, pushing the page up for each new line. Telecom Gold and Microlink are the biggest users of this format, but there are thousands of small BBs who also use it.

There are dozens of different protocols, the commonest being good old 300/300 baud and the fruity 1200/75 baud (non Prestel) rates.

What's The Damage, John?

Okay. All well and good, but how much is all this fancy hardware and software going to set you back?

The cheapest way to get on-line is to buy a VTX5000 modem. It costs about £30 or less, and has everything you need built in. Although it's essentially just a Prestel terminal, with additional software it can be made to accept a scrolling terminal type BB. If you subscribe to Micronet, you can actually get one free! More versatile systems, like the Voyager 7/VTX 711 combo, cost around £100, but quite often include a quarter's free subscription to Micronet or BT Gold!

Running costs are largely up to you. If you get the Spectre pack or *Editor* software and use it sensibly, never going on-line between 8am and 6pm on weekdays, and using the frame capture and off-line editing facilities, you can keep your time charges to practically nothing, and your telephone bills to manageable levels. (If you only use boards which don't charge you for using them, the costs can be kept even lower.) About £20 a quarter on top of your normal bill is about right. If you spend slightly longer on-line, as I do (I am on-line for about three hours a day!), you can expect anything up to £100-£150 in bills! To put these charges in perspective, £20 (+£16.50 charges) per quarter is about 40p per day, while £150 (+£16.50) is around £1.80. Still, how much do you spend on your other hobbies?

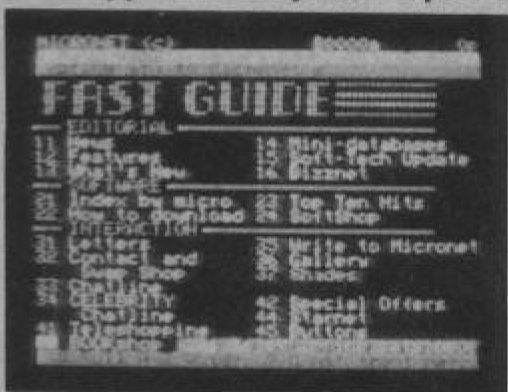
Cheap Rates

Do as much as possible off-line. Keep your phone call times to a minimum, and never log on in the peak or standard charge periods. Keep long distance calls to BBs short, and always keep a close eye on the time when using chatlines.

British Telecom charges all phone calls in amounts of time you speak for a 'charge unit'. The unit stays constant, and the amount of time you can use the phone varies in relation to that. The amount of time you get on the phone for your unit depends on two factors; the distance you're phoning, and the time of day you decide to phone. This ranges from 300 seconds per unit for a cheap rate local call, to a piddling 18 seconds for a peak rate long distance call!

SCREEN AND SCREEN AGAIN

A sneaky peak at what you can expect to find out there in BT Land...



Here's a selection of the kind of stuff you can expect on the mega huge Prestel database. A useful page is the Fast Index, as it can direct you to what you want very rapidly.



Here's the welcome screen from The Gnome At Home, containing broad headings for you to begin your search of every goblin's favourite database...



This is a startup screen from Micronet's famous SHADES multi-user-dungeon. You play non-player characters, plus a healthy selection of real players in real time!



Wow, it's a hoopy graphics page from The Gnome At Home. This shows you what can really be done with lo-res graphics if you know how. This wonderful pic of Linda Ronstadt (*Who she? Ed*) is by Brian Gaff.

DIRECTORY ENQUIRIES

Just to save you the time and trouble of blagging useful numbers from mates and off The Net, here's a personal phone book of all the very best bulletin boards.

Name	Number	Baud/Format	Sysop
BABBS	(0394) 276306	300 or 1200/S	Tony Game
Gnome at Home	01-888 8894	1200/V	Micrognome
London Underground	01-863 0198	300 or 1200/S	Brian Robinson
MUD	01-998 8899 (NB: Try the system free for 6 minutes in demo mode — ID: MUDGUEST, Password: PROSPECT.)	300 or 1200/S	
Sinclair CBBS	01-249 3238	300 or 1200/S	Steve Adams
Stoke ITeC	(0782) 265078	1200/V	unknown

YOU WHAT?

Computing is full of buzzwords, and communications is no exception. Everything has a name, or in some cases just a couple of letters like BB, so to get you started, here's a Comms-English Dictionary, the abridged too far version.

Baud Speed of data transfer, quoted in bits/sec. A measure of how fast data or information can be sent. For example the Speccy loads from tape at 1500 baud (see V21, V23 etc.)

CUG Closed User Group. An area with restricted access, often by subscription. For example Micronet is a CUG within Prestel.

Downloading Receiving and storing programs or data.

Frame A screenful of information, used in viewdata format comms.

Full Duplex Simultaneous data traffic both ways down the line.

Half Duplex One way data traffic, like CB radio, where you have to switch between Transmit (Tx) and Receive (Rx). The VTX5000 employs this method for user to user work.

ID Your personal Identity Number. Never pass it on or lose it.

Keyword Searching Lets you type in things like *spectrum# instead of having to remember page or frame numbers.

Log off Tell the host computer you are going. Polite and essential for security on Prestel.

Log on Connect up to another computer.

Protocols Details of the way data transfer is organised.

PSS Packet Switching System. A way of getting a gallons worth of phone call out of a pint pot of costs. Used for contacting overseas BBs, like ones in the USA, for instance. Data sent from your computer is chopped into 'packets' and sent, interleaved with packets from other computers, over the Big Pond and disentangled at the other end. Transparent in use.

SIG Special Interest Group. Mainly found on bulletin boards, where Speccy owners often have their own special corner.

Sysop The System Operator. The man who owns, runs and looks after the computer you're logging on to. Usually a very friendly and helpful bloke.

Telesoftware Programs and data that can be downloaded.

Uploading Sending programs or data for someone else to store.

V21 300/300 baud full duplex.

V22 1200/1200 baud full duplex.

V22 BIS 2400/2400 baud full duplex (popular in USA).

V23 600/1200 baud out with 75 back channel, used in UK for viewdata BBs. Also 1200/1200 half duplex.

XModem Method of data transfer with excellent error checking.

Xon/Xoff Simple method of data transfer. If you are receiving data, and need to save some to tape or microdrive, your computer sends Xoff to the host computer, which stops transmitting till it receives Xon.

SHOCKWAY RIDER

FTL/£7.95

Phil Far in the future, on the massive circle of pedestrian walkways (Shockways) surrounding the big city, the yobbos, finks, rats and scum play Shockway Rider.

The aim of this dangerous game is to ride the Shockways in a full circle around the city, without getting your head lopped off, your knees blammed out from under you, or your nose biffed out of the back of your head. Grizzly stuff! There are three Shockways around the town, one moving slowly enough for you to step on from a standing start, the next one moving slightly faster, with the final outside lane going so quickly your hat blows off.

Along the side of the shockways are piles of ammo for you to fling at your punkish opponents, but in the absence of a handy missile your fists may have to do. Still, you've got to be good if you want to survive in this game. You'll have to jump, punch, fling stuff, duck, weave, weft, think, plot, draw and circle... phew!

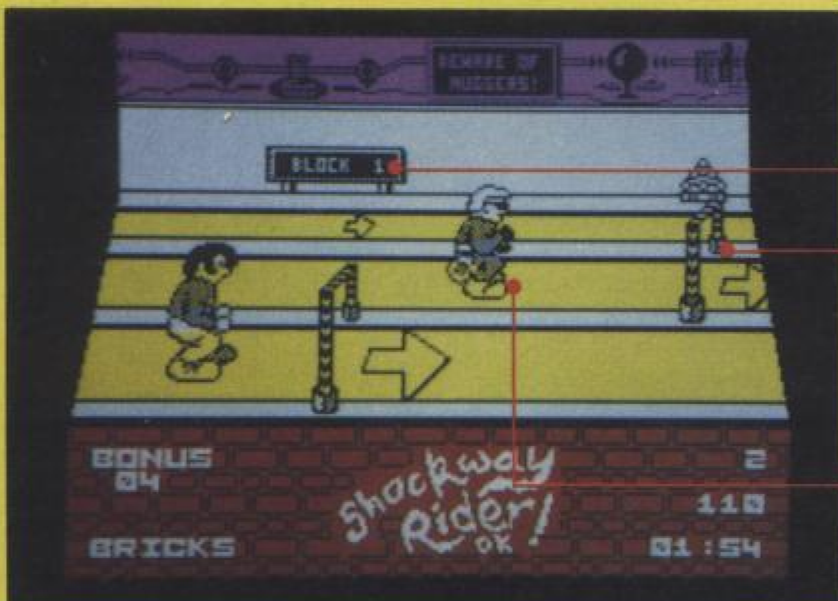
A marvellous way to end your life on the shockway is the sub-sport of "not paying attention", especially when you reach a district with lethal hurdles to deal with. Many a rider has picked up his hat along *that* stretch of pathway, only to find his head in it!

It's all utterly addictive and completely unlike anything you've ever played before. It's unusual to find both originality and slick execution in a single game, but *Shockway Rider* has 'em. The graphics, in particular, are superb, from the three-speed scrolling to the great perspective effect when you throw a missile into or out of the screen. And the little figures are particularly natty! They run, they cheer when they get you, they splatter all over the track when they hit a hurdle. Enormous fun!

The most interesting thing about the game is the shockways themselves. They move along at different speeds, yeah? So what happens when you jump onto the next one along? The previous one goes slower, right? Yes it does. And so do the fiends who're riding it! So standing in the middle shockway, you have thugs bearing down from behind you on the fast lane, and weirdos hanging back in the slow lane, both of whom could jump onto your lane at any moment! You've got to choose where you jump very wisely, and blimmin' quickly too!

Another fine game from the FTL studio, and more than likely a future classic!

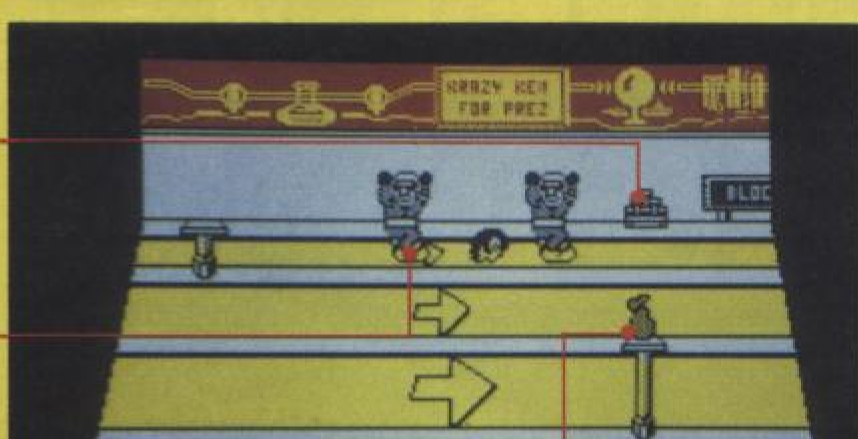
Graphics
Playability
Value for Money
Addictiveness
9



You have to get through around 12 blocks (on the first level, at least), before graduating to higher levels. You've got a time limit, too, so watch the clock in the bottom right corner.

You'd have to be Ed Moses to get over these hurdles, and since you aren't you'd better get out of the way pronto. Remember, these things were sent to try us! (Or in this case, kill us.)

You can tell by this bozo's shades that he's a baddie — oh, and the cheesy hairstyle. These characters are the only ones that change lanes and attack you — the others are just sitting ducks. That doesn't stop stationary thugs suddenly turning into beshaded ones, though, so don't be complacent!



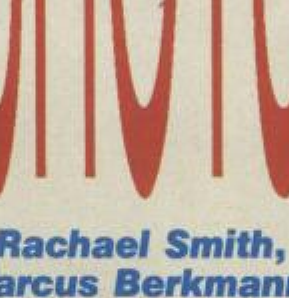
You'll need ammo to survive *Shockway Rider*, so flip over to the hard shoulder and pick up these bricks. But be careful — supply isn't unlimited, and you'll have to replenish your stocks regularly.

You can really lose your head over this game if you're not careful. Notice the smug expressions on the thugs' faces. Do you really want to give them the pleasure? And why aren't they biffing each other, for that matter?

On later levels, pick up five of these mailbags for an extra life and heaps more points. But watch out,'cos they always seem to be positioned awkwardly close to those head-high hurdles. Odd, that, isn't it?

SCREEN SHOTS

***Rachael Smith, Marcus Berkmann, Phil South, Tony Hetherington, Gwyn Hughes** and **Rick Robson** have done it again! What, you may ask? Only reviewed the best games on the Speccy, that's what!*



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

LITTLE COMPUTER PEOPLE

128K GAME

Activision/£9.99

Rachael Dear Gwyn, How can I tell you this? There's somebody else in my life. His name's Neal and though he's rather short, he's got everything I've ever wanted . . . including a place of his own.

I don't know quite how it happened. He looked like just another casual acquaintance — but soon after he moved in, I knew that our relationship was to be more personal. Neal wasn't just any old collection of bits and bytes.

How can I describe him? He's musical, so I give him lots of records, and if I ask him nicely, by typing in a message, he'll play the piano for me. He's pretty good at it too. He likes to read books and you can tell how kind he is by the way he takes care of his dog.

People say that it'll only end in tears, that we'll never really communicate, but what do they know? So what, if when he answers the phone he sounds like a hyperactive budgie in a pressure cooker. He sends me the most beautiful love letters, keeping me up to date on what he's doing and thinking. In exchange I leave food for him and the dog, and re-fill the water supply.

And yes, it's true (dare I say it?) . . . our relationship is becoming increasingly intimate. Physical even! He likes nothing better than sitting in his favourite armchair while I (don't be ashamed — nothing is abnormal in a mature relationship) extend a mechanical hand and . . . *stroke his neck*!

In exchange he plays games with me. He's a master at anagrams and when it comes to simple card games, he's a little devil. But best is poker. We'll play for hours. Okay — he insists on being the dealer every time. So what? I like a man who's masterful, even if he is only two centimetres tall. After all, it's not the size that counts.

I find myself spending more and more time with him, spying on his everyday activities, whether he's watching TV, playing with his computer or working out upstairs. If only we could share those bedroom aerobics, but he never seems to tire of my observation, the little exhibitionist!

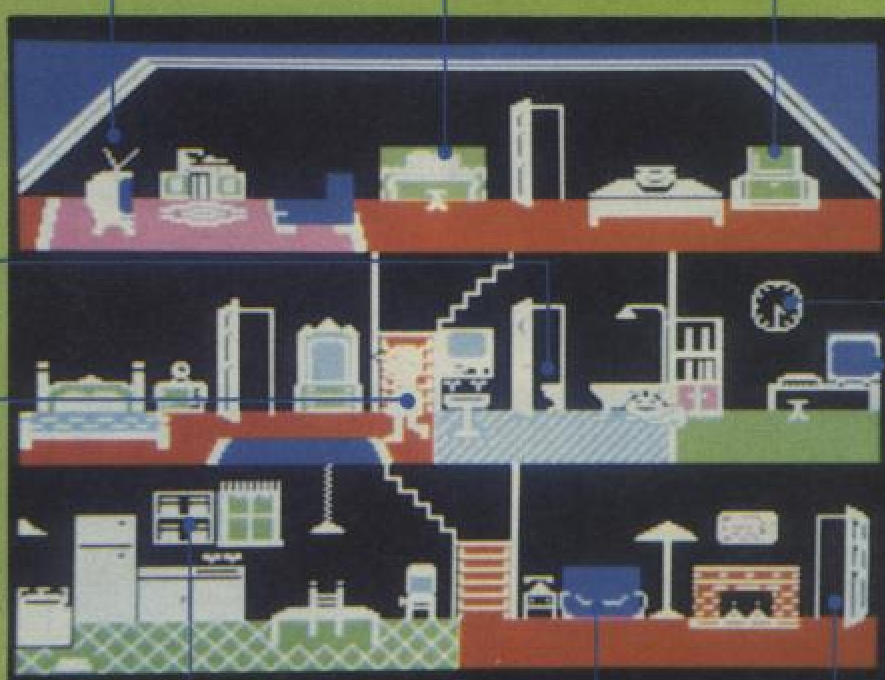
I admit that he may not be *that* good looking. In fact, he's very pale compared with his cousins from Commodore Court. But what does that matter when I see him smile because I've just given him a good rub? And if I ever neglect him he gets so dejected and types such pitiful letters that it breaks my heart. Most of the time he appears to be walking on air though — and I'm sure it's because of me and not just a programming quirk.

There's only one thing that worries me. Sometimes he vanishes behind a door and reappears looking happier than ever. I hope it's just paranoia but, you don't think . . . has he got a little computer bit on the side? If he ever cheated on me I'd . . . I'd pull the plug on him!

Still, I'll stick by him, because I've never seen anything like him before. Of course it may just be infatuation, caused by the novelty of it all. But there's something so cute about him that I'm content to sit and marvel for the time being.

I'm sorry, but this is goodbye.

Graphics
Playability
Value for Money
Addictiveness
9



If you find your LCP becoming a couch potato, slumped in front of Crossroads, use the doorbell to stir him up. But don't ring and run too often, or he'll begin to sulk.

This is the music room, with both a piano and a hi-fi. If you've got a budding Beethoven, your LCP may do requests — though, 'Stop that row!' probably isn't one of them. You must always be polite!

The all-important filing cabinet. This contains the typing paper — LCP's need to communicate — and the cards. For messages, or when you play games, this top storey turns into an information window.

One of LCP's characteristics is cleanliness. Behind this door is the loo — and don't worry, they all shut the door first — but does your little person always wash his hands afterwards?

Every time you visit your LCP, you enter the date and time, so that this wall clock can tick away in real time.

Every Little Computer Person has a computer of his own — with an Even Littler Computer Person living in it? If you ask him to 'Logon, please,' you can then save the current data, ready to recommence at a later date.

Clever graphic design keeps attribute clashes to a minimum, so though this conversion lacks some of the original's detail, it's still pretty neat.

Make sure your LCP has a well stocked larder, or he'll get decidedly peaky. Starving his dog won't cheer him up, either!

Not . . . the comfy chair! Use the P key to get him here, then press it again to scratch his neck. Of course, if you're a sadist, you can press it once, then leave him standing there. (Nyak, nyak, nyak!)

The front door. Don't worry if your LCP pops out for a moment. Once he's established himself in his new home, which can take about ten minutes as he gives it the old estate agent once over, he's unlikely to leave.

JUDGE DREDD

Melbourne House/£8.95

Phil In the dark and grimy streets of Mega City One, crime lurks around every corner. There's a perp in every doorway, just waiting for an opening to do you over, rip you off, sell you some tobacco, or shine your shoes. There are a million squillion sob stories in the naked mega city, and it's your job to see that you, or anyone else, doesn't become yet another one.

You are Judge Dredd, the most feared, respected, efficient, sharp shooting, square jawed, and just plain rugged, stubbly Judge in the whole darn city. It's just as well, 'cos all hell is about to break loose. You've got to drive to a handful of crime scenes, seek out (and dispense a bit of rough justice to) the gun toting perps, without accidentally icing any innocent citizens, and get on to the next job. Blam! Blam! Blam! Blam! Phew! It's hard work, 'cos the perps are spreading through the city faster than you can say "I Am The Law!".

The game takes place, in the great *Ghostbusters* tradition, on a map of the city. You race your little Dredd cursor around the streets of the map, clicking your fire button on the flashing crime scene. Once you've selected a city block the scene changes... suddenly you're leaping (and what leaps!) around the platforms of the city, where you must hunt out and kill the perp before he literally gets away with murder.

Judge Dredd plays very well, and is similar to Virgin's *Dan Dare* in style, with lots of gritty action, and a horde of animated baddies. You have to shoot, but avoid being shot, which involves a sort of *Space Invaders* tactic. You remember, the old shoot, move, shoot, move... etc. When you push up on the joystick, you jump high up to the next street level, out of harms way. There are about ten levels in each cityblock, and lots of ways to nip around them.

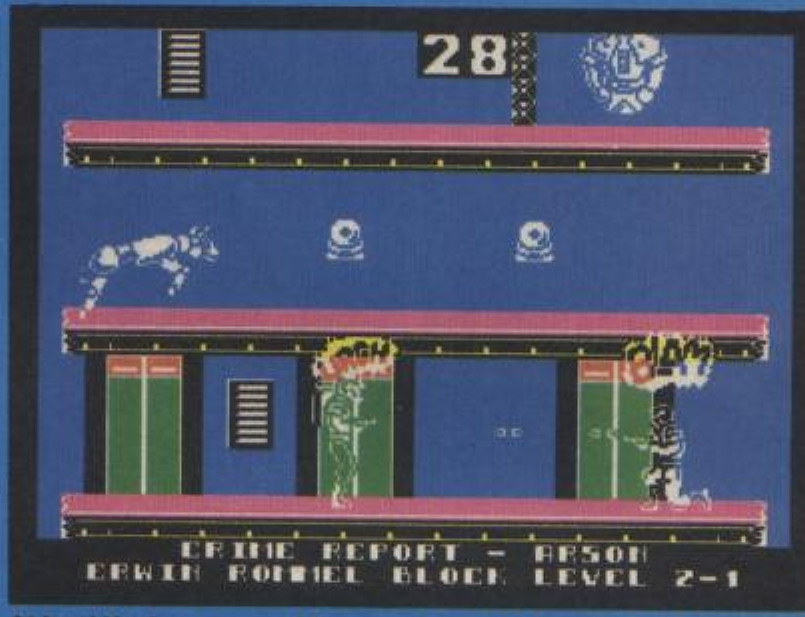
The graphics are particularly zarjaz, especially the little figure of Dredd who has a range of macho poses to suit even the most demanding 2000AD snobster.

I love it! Enjoyable to the very last drok!

Graphics / Playability / Value for Money / Addictiveness — 8



Who ya gonna call? *Ghostbusters*! Oh, no it's not. It's the map of Mega City One, from the first part of the game. You are the Dredd cursor (near the top of the building on the right), and it's on this screen you select a crime scene by pressing Fire. The crimes pop up pretty quickly, though, so you'd better get going fast! Each crime is depicted with an icon on screen, like tobacco smoking, mugging, arson, fatness... you know the type of thing. Go get them perps, Lawman!



At last! You've cornered the perp twerp on level 2-1 of Erwin Rommel Block. He's armed and dangerous... but so are you, Dredd. The big problem is trying to tease him onto a level where there are no obstructions, like robot dogs... better still, blast the robot dogs, and fight on the cleared level. Oh yes, don't try to shoot around the guardian robot (like the one on the top platform). They're impervious to your shots, and will only deflect them away from your intended collar.

ACROJET



Microprose/£9.95

Tony Unlike most flight simulations, where you take off, fly like a bird and then land, in *Acrojet* learning to fly a plane is just the beginning — then you've got to attempt ten death defying challenges that even Biggles would have trouble with.

Still, all is not lost 'cos there's a series of levels that'll let you tune the controls so they are either realistically fast for the flying aces or completely catatonic for the Gary Numans among us. Added to which you can start each mission when you're already airborne so you don't need to be a whizz at lift off. So, release that throttle 'cos we're ready to take to the skies Dick Dastardly style...

Once you've gained some control over your flying machine it's time to compete in one, five or all the ten missions lined up for you. These challenge you to fly around courses marked out with pylons, cut ribbons with your wing tips, practice the loop the loop (wahay!) and land — dead easy you might think, but it's no mean feat when you've cut your engine at 2000 feet!

I found flying a bit tricky to begin with but even I soon got the hang of it. The hardest part of the game is getting to grips with the instructions! Luckily, you do score points even if you don't complete an event and land up on the runway like a lump of strawberry jam! So, even hapless beginners can compete against two or three mates.

The graphics are quite natty too, though I did have problems keeping my eyes on the controls and the plane. A realistic simulation, *Acrojet*'s a hell of a lot better than flying Dan Air!

Graphics / Playability / Value for Money / Addictiveness — 7

TRAP

Alligata/£7.95

Marcus Well, blow me down — it's Alligata's answer to *Lightforce*. Actually, that's probably not the best thing to say, 'cos the aliens in *Trap* have been doing a lot of blowing me down lately, and up. This is the latest in a long line of vertical scrolling shoot 'em ups, but don't run screaming 'cos this one's pretty nifty!

But is it violent? Sure is, pardner. Fourteen levels of multicoloured action stand between you and your goal and you'll need to be a whizz with the stick if you're going to get even a quarter of the way there. Hey, but look at those graphics! With all that definition and colour, surely there's no room in the Spec's tiny brain for speed, size and all that crazy jazz music, eh hep cat? But *Trap* has it all, though heaven knows how.

Hands up who's played a shooter whose simple aim is the destruction of the evil and fearsome mother ship which has been terrorizing your planet. I thought so. Well, in *Trap* there's more. On every level you're given a certain number of alien thingies to fry (the number increases, natch).

On level 1 there are ten alien ships to kill, two boats to bomb and one laser to knock out. All need different techniques. When they're all dealt with, the border turns red and you head for the landing pad. Now you switch to foot for the final part of your quest to collect the orb (the game's currency) and move on to level 2. As you pick up orbs, you can upgrade your spacecraft to something a bit zappier, which'll help on the higher levels.



Pass over cargo ships and you'll pick up cargo that you can drop over the little men for extra lives. Replenish your fuel by bombing the fuel dumps. And don't bother about shooting the space mines at the beginning 'cos there aren't any points for 'em.

Trap isn't your everyday shoot 'em up. There are a few problems with colour definition, and it can be difficult to get used to the changing colours of the alien vessels. But get used to it you will, and from then on in it's a thoroughly rewarding zapper. Okay, you can put your hands down now.

Graphics
Playability
Value for Money
Addictiveness
8

NETHER EARTH

Argus/£9.95

Gwyn Mighty battle machines roll out of high production factories, across a barren strip of land against a ruthless, alien enemy. Could this be the face of wars of the future? More importantly, could this be the face of wargames of the future?

Nether Earth is something new in the field of strategy. It combines a sophisticated test of resources and supply management with the challenge of battle tactics — then crowns it all with a simple menu system and impressive 3D graphics. Those maps of Waterloo will never seem the same again.

There's enough here to satisfy the hard core thinker, though it may never replace the historically accurate simulation in the traditionalist's heart. But there's also enough fast moving fun to tempt anybody who's previously been put off by the apparently arcane complexities of doing battle on a Spectrum.

The plot is simple. Our enemy is the Insignian invasion force, which is marching in from the East. Meanwhile, at the Western end of the battlezone lies our Warbase, where the battle robots are assembled.

But a Warbase is of little use unless it's supplied with the raw components, so the first thing you have to do is send your initial batch of robots out to secure neutral factories. These'll be fairly slow and basic droids, but as the supply points roll in you'll be able to assemble more complex models, replacing the clumsy bi-pod movement with anti-grav manoeuvrability and short range cannons with devastating missiles. Fluffy dice and go faster stripes are not available though.

Giving commands is simple. You skim around the area in a small craft that can also be used for reconnaissance, landing on either the Warbase heli-pad or a robot's head. This opens up a menu, which in turn may lead to a sub-menu, and you can either issue orders or take direct command of an android, while it wears you like a toupée.

The eventual aim is to thin down the enemy's defences, while containing its advance, then nuke the Insignian Warbases. For this you'll need twenty supply points for the warhead alone. These things don't come cheap, you know!

Nether Earth blends the relentless drive of American Football with a management game, great graphics and some useful sound effects to warn you of battles. There's literally nothing quite like it.

Graphics
Playability
Value for Money
Addictiveness
9

YOUR SINCLAIR MEGAGAME

Use your hovercraft to keep an eye on what's happening. This is a track-making factory, and you can see from its roof that it's ready to contribute to the war effort.

Bi-pod robots, armed with low cost cannons, are cheap and expendable early on. But this type of chassis would be no good over the uneven terrain at the bottom of the screen.

Time is ticking away but it's all to your advantage. More supply units are produced with every day that passes. As the game can be quite long, there's a Save option, too.



Don't neglect the intelligence reports that appear in this status window. They'll tell you just how strong the Insignian challenge is, and the state of your offence. The command menus appear here too!

The radar screen is limited in its range, but it can still warn you of invaders, or your droids getting stuck in bad conditions.

I BET SHE USES YS MEGABASIC...



Illustration: Nick Davies

● 50 New Commands ● Named Procedures ● On-Screen Windows ● 64 Column Text ● Full Screen Editor ● Smooth Moving Sprites ● Programmable Function Keys ● Machine Code Monitor ● Multi-tasking Subroutines ● Background Sound ● Line Number Tracing ● AUTO Line Numbering ● REPEAT . . . UNTIL Loops ● DELETE Line Range ● Full Machine Code CALLs ● Double-Length POKE ● Break Key Control ● Three Fonts ● User-Defined Character Sizes ● Downwards Printing ● Character Stipples ● Attribute SWAP, FADE and CHANGE ● Window PAN, SCROLL and INVERT ● Improved Line Editor ● . . . And 22K User Memory and of course everything that's in ZX Basic! ● PLUS FREE Sprite Designer

YS MEGABASIC

YS MegaBasic is only available direct from the *Your Sinclair* Mail Order department. It comes on cassette complete with 30 page manual and is fully microdrive compatible. To order, complete this coupon and mail it with a cheque or postal order for £7.95, payable to Sportscene Specialist Press, to *YS MEGABASIC* OFFER, PO BOX 320, LONDON N21 2NB. (BLOCK CAPITALS PLEASE)

Please allow up to 28 days for delivery.

SAVE £2 ONLY £7.95!

Name ....

Address ....

....

....

.... Postcode ....

Phone ....

YS/STARLIGHT COMPO

STEAMIN' AN' A-ROLLIN'

STARLIGHT EXPRESS TICKETS, STARLIGHT SWEATSHIRTS AND 25 COPIES OF *GREYFELL* UP FOR GRABS!

Whoooooowhooooo! Psssh t'cooff... psssh t'cooff. Remember Ivor The Engine? Well, what about those other stars of the railway world, Thomas The Tank Engine, The Flying Scotsman, The Orient Express, or the 7:15 from Wimbledon? Any *YS* trainspotter worth his BOAC bag should've heard of all of them — but only the hippest 'spotter will know Rusty, Electra and Greaseball. No, they're not the latest Care Bears, but the stars of *Starlight Express*, the musical extravaganza by Richard Stilgoe (that funny little chappie with the beard and piano) and Andrew Lloyd Webber (that funny little chappie with the hair and £8 billion). Based very loosely on the *Thomas The Tank Engine* books, it's the story of three engines (one electric, one diesel and one steam) who battle it out to see who's the fastest. With two and a half miles of high speed roller skating action it's a real steamer.

What's this got to do with *YS*, you ask? Well, Starlight just happens to be the name of Ariolasoft's new label. Its first game (reviewed in this issue) is *Greyfell*, an Ultimate-style arcade adventure with spells, loads of characters and enough plot to keep you playing for months. To celebrate its release, *YS* and Ariolasoft are giving away two pairs of tickets to see this musical of a lifetime in June. Not only that, the two winners will also get a Starlight sweatshirt each and a copy of *Greyfell* to share. All right, each. You drive a hard bargain.

There's more. Five second-prize winners will walk away with a sweatshirt and a copy of *Greyfell* and a further 25 runners-up will win copies of the game. We've definitely gone off the rails with this one!

So what do you have to do to make sure you don't miss the boat train? It's as simple as the plot in *The Railway Children* — well nearly. Let your brain take the strain — just have a butchers at the cartoons featuring that star of stars, the *YS* Trainspotter, causing more locomotion than a British Rail timetable. Then be a real trainspotter by counting the differences between the pictures and filling in the coupon or a photocopy, with your answer. Then all you have to do is catch the 2.30 to Paddington, hop on a tube and station yourself outside the *YS* office until the end of April (although it may be easier to post it). What are you waiting for — you've got a compo to catch!

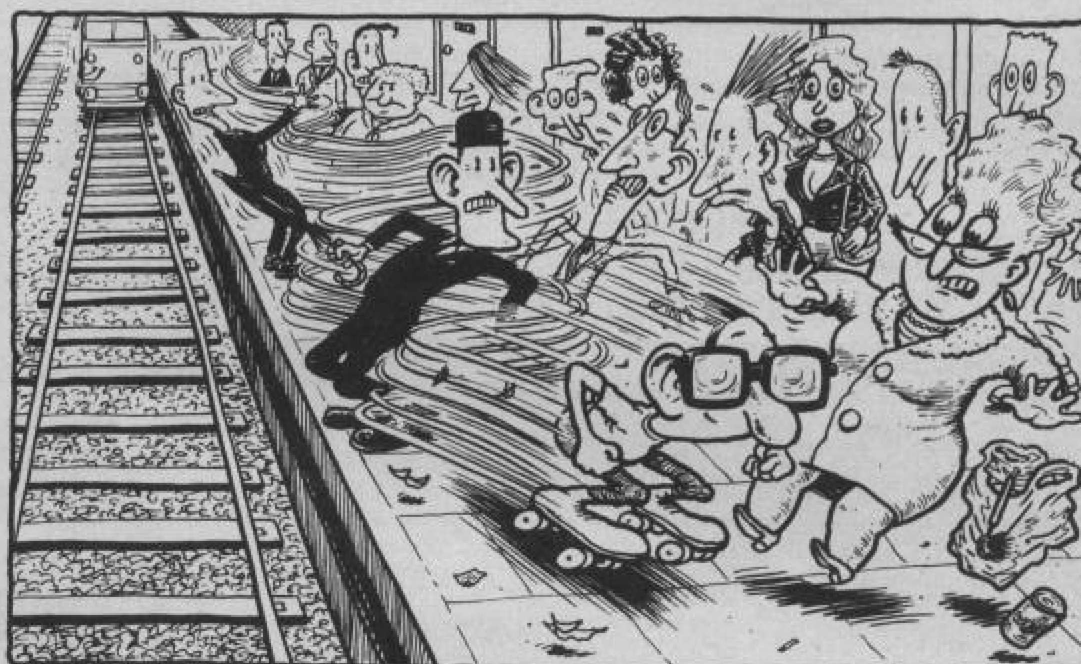
RULES

You'd be a real John Thomas The Tank Engine not to get your entries in on time — April 30th, the BR New Year.

Employees of Sportscene Specialist Press and Starlight will not be reserved a seat on this competition — so naff off!

You'll have as much luck arguing with the Ed about her decision as British Rail has getting there.

Illustration: Nick Davies





I'm on the right track (*Well move, there's a train coming! Ed*).

I spotted .... differences.

Name ....

Address..

....

....**Postcode** ....

WHICH EVER WAY YOU LOOK AT IT

BE SURE TO MAKE YOUR FIRST CHOICE

THE

WRIGHT CHOICE

WRIGHTCHOICE SOFTWARE PRESENTS

THE QUEST SERIES & THE OPERATION SERIES

THE CROWN

A FANTASY ADVENTURE IN TWO PARTS (INCORPORATING A UNIQUE COMBAT SYSTEM) AND THE FIRST IN THE QUEST SERIES TRILOGY. PART 1 'JOURNEY'.

Will you survive the Seas of Sorrow? Can you negotiate the Mountains of Doom? And ultimately will you defeat Chaleb and fulfil your destiny? Only you possess the key to unlock the door to a land somewhere on the other side of your imagination.

OPERATION STALLION

AN ILLUSTRATED TEXT ADVENTURE AND THE FIRST IN THE OPERATION SERIES TRILOGY.

Can you help John Blake (alias 'The Fixer') smash an international drugs syndicate or will you become just another victim of the pedlars of death. The risk is great but the challenge cannot be ignored.

WIN £1,000 CASH

For the first adventurer to successfully complete either Trilogy WRIGHTCHOICE are awarding a prize of £500 cash. Complete both trilogies and win £1,000.

To secure your copy (available by mail order only) please send a cheque/P.O. for £6.95 to:

WRIGHTCHOICE SOFTWARE
P.O. Box 100, Troon, Ayrshire, KA10 6BD

SPECIAL OFFER: Buy both games for £10.95.

MAILSOFT

	OUR PRICE		OUR PRICE		OUR PRICE
GAUNTLET	6.50	EXPLODING FIST II	6.50	DANDY	5.50
SPACE HARRIER	5.50	LIGHTFORCE	5.50	ALIENS	6.99
SKY RUNNER	6.99	DRAGON'S LAIR II	5.50	COBRA	5.50
SUPER SOCCER	5.50	NAPOLEAN AT WAR	6.99	CYRUSS II CHESS	8.95
IMPOSSABALL	6.50	TEMPEST	6.99	ACADEMY	6.99
SCARED ANTIRIAD	6.50	GALLIPOLI	6.99	STAR GAMES ONE	7.25
THEATRE EUROPE	6.99	SHAD LINS ROAD	5.50	MARBLE MADNESS KIT	6.50
QUAZATRON	6.50	HIVE	6.99	AVENGER TIGER II	6.99
STRIKE FORCE COBRA	6.99	INFILTRATOR	6.99	GAUNTLET – DUNGEONS	4.99
NEMISES	5.50	B. CLOUGH'S FOOTBALL	11.95	KONAMIS COIN HITS	6.99
ACE	6.99	*ELITE 6 PACK	6.99	ARTIST II	10.95
1942	5.50	SIGMA 7	6.99	10th FRAME	6.50
PUB GAMES	6.99	STRIKE F. HARRIER	6.99	SWORDS OF BAIN	6.50
URIDIUM	5.99	GHOST AND GOBBLINS	5.50	VULCAN	6.99
KONAMIS GOLF	5.50	DRUID	5.50	ADVANCE ART STUDIO	19.95
ZENO	6.50	DURELL BIG 4	6.99	MASTER OF UNIVERSE	6.50
ELITE	10.95	HARDBALL	6.50	TEMPLE OF TERROR	6.50
FIRELORD	5.99	ANNALS OF ROME	9.99	BREAKTHRU	6.50
SCOOBY DOO	5.50	STOLE A MILLION	6.99	SUPER CYCLE	6.50
ELEVATOR ACTION	6.50	DESERT RATS	6.99	CRYSTAL CASTLE	6.50
RANA – RAMA	6.25	WINTER GAMES	5.50	KRAKOUT	5.50
TOMAHAWK	6.99	LEADER BOARD	6.75	XEVIOUS	6.50
WORLD GAMES	6.50	HEAD COACH	6.50	KNIGHT ORC	10.95
*FIRESTORM	6.99	BATTLEFIELD GERMANY	9.99	DAN DARE	6.99
THE GREAT ESCAPE	5.50	*KINETIC	6.99	YIE AR KUNG FU II	5.50
THANATOS	6.99	MONOPOLY	6.99	DOUBLE TAKE	5.50
SCALEXTRIC	6.99	SILENT SERVICE	6.99	GLIDER RIDER	6.50
BAZOOKA BILL	6.50	FOOTBALLER OF YEAR	5.50	BOMB JACK II	5.50
FAIRLIGHT II	6.99	GRAPHIC CREATOR	18.95	BATTLE OF BRITAIN	6.99
T T RACER	6.99	SHOCKWAY RAIDER	5.50	PAINS OF ADRIAN MOLE	6.99
ARKANOIV	5.50	*STAR RAIDER II	6.99	PARALLAX	5.50
BATTLE OF BRITAIN	6.99	EXPLORER	5.50	TOP GUN	5.50
ACE OF ACES	6.50	SOLO A MILLION 3	6.99	WEST BANK	4.99
ROGUE TROOPER	6.99	KAYLETH	6.50	NOW GAMES 3	6.99
INHERITANCE	6.99	PSI CHESS	6.99	JAIL BREAK	5.50
NOSFERATAUS	6.99	CENTURIANS	6.50	FUTURE KNIGHT	5.50
ANIMATOR I	6.99	DEEP STRIKE	6.99	TRAILBLAZER	5.50
LEGEND OF KAGE	5.50	STARGLIDER	10.95	COLOUR OF MAGICK	6.99
UCHI – MATA	6.50	SAM CRUISE	5.50	PAPER BOY	5.50
** ACCESSORIES **		TRIVIAL PURSUIT	10.95	ACROJET	6.99
RAM TURBO	15.00	T.P. YOUNG PLAYERS	10.95	EXPRESS RAIDER	6.50
KEMPSTON INTERFACE	7.95	T.P. QUESTION PACK	5.95	POLE POSITION	2.99
PLUS 2 LEAD	4.99	** SPECTRUM 128K **		MS PACMAN	2.99
MULTIFACE ONE+	45.00	CYRUSS II CHESS	8.95	5 STAR HITS	6.99
PROFESSIONAL PLUS	18.00	KINGDOM OF KRELL	7.25	*MERCENARY	6.99
CHEETAH MACH 1	13.95	FAIRLIGHT 1 OR 2	7.25	DESERT RATS	6.99
COMP PRO 5000	13.95	STARS ON 128K	7.50	TENTH FRAME	6.50
CHEETAH 125+	7.95	AZIMUTH ALIGNMENT	6.95	SAIGON	6.50
QUICK SHOT II TURBO	13.95	WINTER GAMES	7.25	SHADOW SKIMMER	5.50
QUICK SHOT II	7.50	LITTLE COMP PEOPLE	7.25	JEWEL OF DARKNESS	10.95
KONIX SPEEDKING	11.75	AUSTERLITZ	7.25	AGENT ORANGE	6.99
RAM MUSIC MACHINE	45.00	WATERLOO	7.25	HACKER II	6.99
SPEC DRUM	24.95	ARTIST II	13.95	SILICON DREAM	10.95

ALL PRICES INCLUDE P&P IN U.K. EUROPE ADD £1.00 PER TAPE. ELSEWHERE AT COST.
CHEQUES/POs PAYABLE TO: MAILSOFT (YS), PO BOX 589, LONDON N15 6JL. TEL: 01-800 3156.
ACCESS AND VISA ORDERS WELCOME.

IF YOU DO NOT SEE THE TAPE YOU WANT, SIMPLY DEDUCT 30% OFF THE R.R.P. AND WE WILL SEND TO YOU (EXCEPT BUDGET SOFTWARE).

* Denotes new releases will be sent as soon as they are released by the software house.

**FEATURES • COMPETITIONS • NEWS
REVIEWS • CHARTS AND MORE**

THIS WEEKS ISSUE AVAILABLE NOW!!

! SHAKE !

THE NEW POP MUSIC INFORMATION PACKAGE ON CASSETTE FOR YOUR SPECTRUM 48K/128K

ORDERS RECEIVED PRIOR TO 1st APRIL AT INTRODUCTORY PRICE OF £1·49

To order your SHAKE write to: SHAKE, SUITE 3.2, Dept. YS., EPIC HOUSE, CHARLES STREET, LEICESTER LE1 3SH, sending cheque or postal order.

☐ I enclose £1.99 for the current issue of SHAKE.
☐ I enclose £8.50 for the next five issues of SHAKE.
✓ Tick as appropriate.

Name ....

Address ....

....

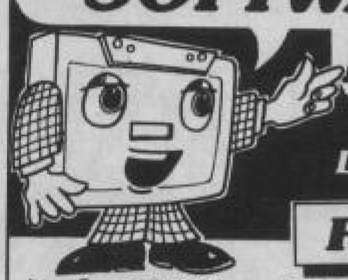
....

Signature ....

Issue available this week dispatched for all orders unless otherwise stated. Postage free within UK. Europe and Eire add 30p postage per issue ordered. Rest of world add £1.20 per issue for airmail.

SHAKE	£1·99	SHAKE	£1·99	SHAKE

SOFTWARE AT YOUR FINGERTIPS!



JOIN THE No 1 SPECTRUM LIBRARY NOW & GET YOUR

FREE 1ST TAPE

- ▷ Over 10,000 tapes FOR HIRE — including GAMES, BUSINESS & EDUCATIONAL
- ▷ LOW chgarges — from 63p (PLUS p&p and VAT) for 2 weeks hire.
- ▷ LIFE membership ONLY £5.00 (inc VAT)
- ▷ FREE printed catalogue
- ▷ FREE newsletter with hints, tips, reviews etc.
- ▷ FAST, FAST service — We always use 1st class post
- ▷ European members welcome (Payment in Sterling)
- ▷ HIRE whenever YOU want to — no committment.

Have you ever been disappointed with software you've bought? Now you can hire it first. If you like it, buy it at £1.00 off our already discounted prices. If you don't, send it back and it's only cost you the hire fee. NSL is the best SPECTRUM library, with over 16,000 deligthed members.

JOIN TODAY, or, if you don't believe our claims write or phone 01-661 9240 for a FREE copy of our catalogue.

NATIONAL SOFTWARE LIBRARY

42 Harefield Avenue, CHEAM, Surrey SM2 7NE

I enclose £5.00 for LIFE MEMBERSHIP. Please rush my membership kit to me. If, within 28 days, I'm not delighted with your service you'll refund my membership fee.

Name ....

Address ....

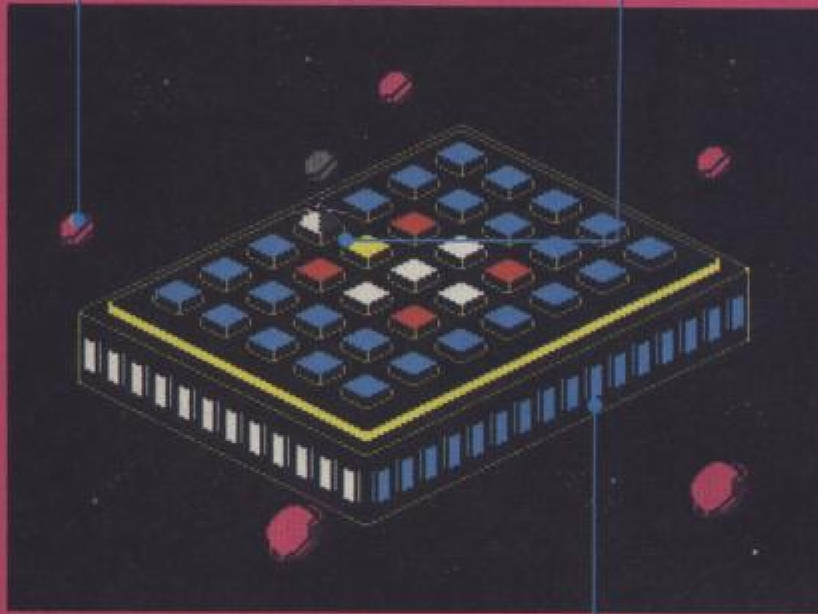
....

YS/4

SIGMA 7

This little white bobble is your cursor. Move it over the button you wish to select, and press fire to bop it down onto the button. You have to turn the flashing buttons white by pressing them, but you can only press them when they turn yellow, so your timing is crucial.

The obstacle in your way to setting the code is the homing mine which floats above the surface of the buttons, lagging behind you by one or two squares. You have to lead it away from the buttons, then time your trip back to them, so they're yellow when you get there.



The further up the levels ladder you flog, the longer the distance to the factories. That means more ships to shoot, more space to hop, more fuel to burn, and more blisters on your poor old trigger finger. So, get weaving and keep that finger pumping. There's a lot more where these came from!

Here's the keypad connected to the factory ship's main computer, into which you must punch the configuration code for the self destruct system. This you must memorise before you leave the last level, embossed as it is on the two intersections on the factory floor.



This is you. Fearless Earth pilot, Dick Strut, blasting your way to freedom through the buzzing nest of robot fighter mines surrounding the factory ships. Setting his jaw and putting a wire in his scarf so it sticks out, he forges ahead...

The robot ships are pretty dumb. They'll always follow certain paths, like this one through the centre. It's a good strategy to lurk in a small area towards the bottom of the screen, and pick off only the ones coming right at you.

Durell/£7.95

Phil A long time ago, in a galaxy just around the corner, a great adventure took place... (cue music, dah-daannnn!) ...The Evil Sigma Empire despatched its seven great warfactories (Sigma Seven), on a journey towards Sol III, called Earth by its inhabitants. En route towards the blue planet, the warfactories were creating the strike force that would lay Earth to waste and press its people into slavery... (gasp) But little did they know that Earth's advance warning system on Pluto had alerted deep space defence ships, which were sending tiny interceptor vessels to meet the Sigma Seven, just outside the Solar System...

First they had to tussle with the robot fighters which buzzed around the warfactories like insects. The Earth fighters examined the trajectories of the robot fighters, and picked them off, swerving to avoid ones they missed ('cos they exploded on contact!) Having landed in the factories, they released a small manned tank into the innards of the great war machine. Winding its way around the corridors the little vehicle destroyed the robot mines, protecting the computer codes to the self-destruct mechanism. Sure enough, embossed on the floor of an intersection, they found the configuration code. Memorising it, using their specially hand-carved brains, they pressed on to the very nerve centre of the mighty ship. Skillfully avoiding the sensor mine positioned over the buttons, they punched in the code to the ship's master computer... and waited...

BLAMMO!

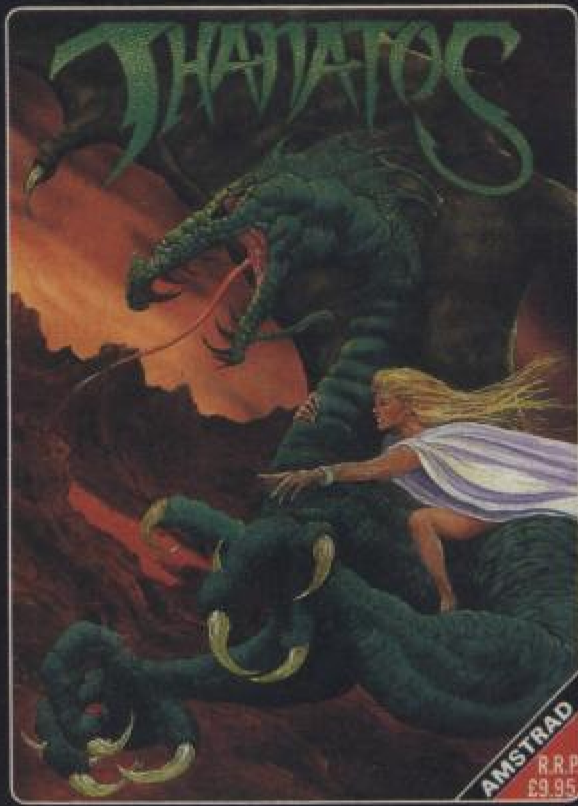
Cor, what an epic space game this is! I tell you, you'd have to go many a long parsec before you'd stumble across a shoot'em up as good as this one. There are seven warfactories, (or levels) and each has three stages. The first stage is the flight towards the factory from your base ship. You fly, *Zaxxon* style, towards it, firing the brilliant white laser blasts (which seem to burst through the attribute problem as if it wasn't there) at the onrushing robot ships. The distance between your base and the factories gets longer as you advance through the levels, so you'd better get a lot of practise in if you want to get into the meat of the game and don't want to end up as a splash of pixels drifting through space!

This is a fabulous game, to be perfectly honest. It's a real arcade challenge, firstly and formostly, but as well as this, it's a tough test of strategy and a fiendish way of stretching the muscle between your ears. The graphics are colourful and very nicely rendered, with a sharp eye for minimising attribute clashes and maximising the special effects — the slide which covers the screen between scenes, scratching up and screeching down, is brilliant to watch and an effective break in the action.

The sound hasn't been forgotten either, with a foot tapping signature tune, and rasping sound effects.

This is one game I recommend you play immediately. If not sooner!

Graphics	
Playability	
Value for Money	
Addictiveness	9

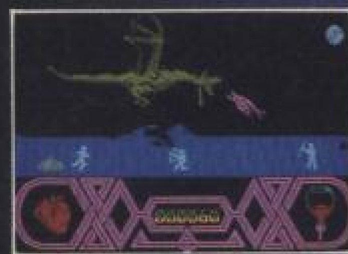
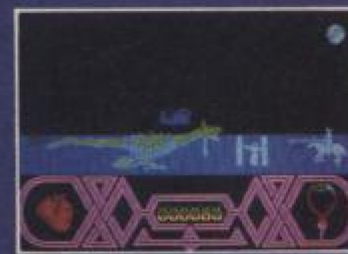


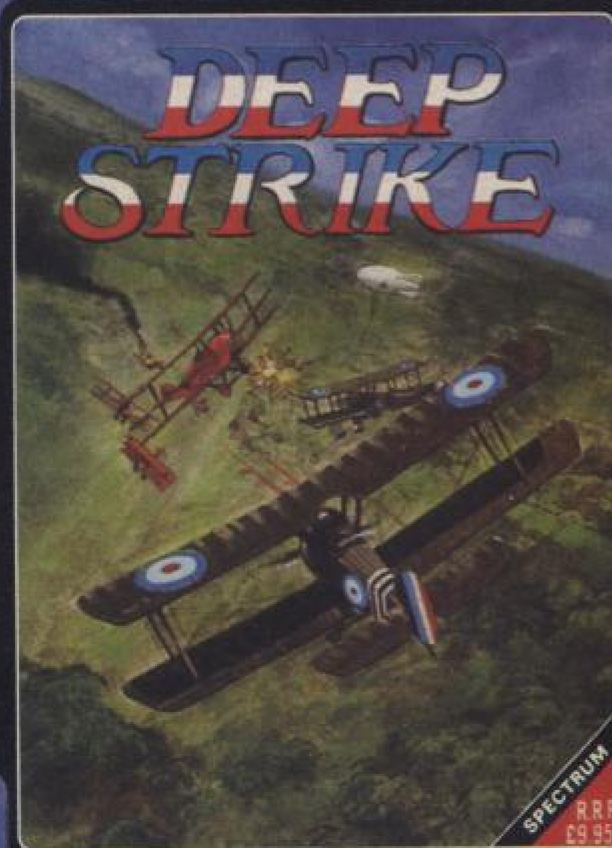
THANATOS

In this magical game you take control of a dragon, Thanatos the destroyer, whose eternal destiny lies in conflict with the forces of the underworld. The dragon which is very large and superbly animated, flies, walks, swims, and burns its way through the landscape. The game features fantastic landscapes with a totally new panoramic scrolling action.

"Wow! This game is really amazing; stunning, astounding, brilliant! The tune on the title screen is very nice, but the graphics are absolutely superb." CRASH, December 1986 (overall rating 93%)

£9.95 Spectrum cassette
£9.95 Amstrad cassette, £11.95 Amstrad disk (£9.95 by mail order)
£7.95 Commodore 64 cassette, £9.95 Commodore 64 disk

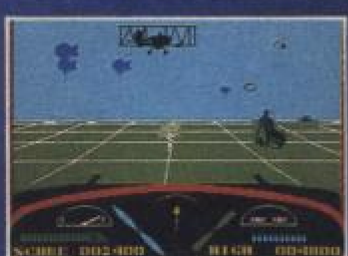
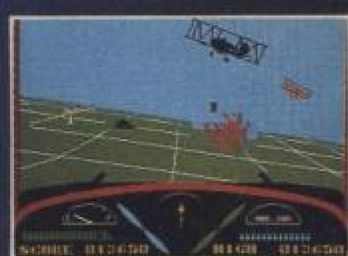


DEEP STRIKE

At last an opportunity to try your luck against the Red Baron and his flying circus of World War I flying aces. This game not only lets you take-off in a fully armed fighter, but also gives you control of the four bombers of your DEEP STRIKE attack force. It uses the latest techniques to bring you a smooth-scrolling and tilting 3D landscape viewed from the cockpit in full colour.

"...after a few games I really got into it. The way you can bomb the ground features (especially churches) makes the game much more enjoyable than if you just had to shoot planes.Overall a game that you should come back to quite a lot in the future." AMTIX, February 1987 (overall rating 71%)

£9.95 Spectrum cassette
£9.95 Amstrad cassette, £11.95 Amstrad disk (£9.95 by mail order)
£7.95 Commodore 64 cassette, £9.95 Commodore 64 disk



SIGMA SEVEN

An all-action arcade game featuring imaginative state-of-the-art 3D graphics and exciting synthesised sound. There are seven increasingly more difficult stages to the game which starts-out easy but ends-up almost impossible. Each stage is split into three phases : first take a space-fighter and blast your way to the next station through swarm-mine defences, then free that station's internal pathways of killer-robots and radioactive deposits, to finally reach the remote-controlled main panel which must be reset within a critical few seconds.

"I really like this – it has three neat mini-games all of which are very playable and addictive.The graphics are really crisp and clear with a beautiful starry backdrop..." ZZAPP, February 1987 (overall rating 70%)

£7.95 Spectrum cassette
£7.95 Amstrad cassette, £11.95 Amstrad disk (£9.95 by mail order)
£9.95 Commodore 64 cassette, £9.95 Commodore 64 disk




DURELL

DURELL Sales Dept.,
Castle Lodge,
Castle Green,
TAUNTON, TA1 4AB
Som, England.

Telephone: (0823) 54489

LEADER BOARD

US Gold/£8.95

Marcus Fore! There are some who say that golf is a boring game. And of course they're right. Jimmy Tarbuck has a lot to answer for. But if you're feeling a little under par, what better to cheer you up than a golf sim for the Speccy. And if we're talking golf sims, we're really talking *Leader Board*. On the Commie (spit) and the Atari ST, it's already carried off more critical plaudits than Woody Allen. Now Speccy owners can see what all the fuss is about.

In fact, I've spent many rapturous hours carving away at *Leader Board* on my (gasp) Commodore 64 (*You're fired! Ed*), and to be honest I dreaded the Speccy conversion. It didn't seem possible that US Gold could fit in all that gameplay — the four different 18-hole courses, the three (very) different skill levels, the various methods of play. But, mash my niblicks, they have.

Just look at the simplicity and clarity of the screen display. No bushes or bunkers clogging up the memory — just a vast expanse of water! Saves on code, no doubt, though you're liable to lose the odd ball (or twenty). As you go through the four *Leader Board* courses, the islands get smaller and smaller and trickier and trickier, and you'll need pinpoint accuracy even on the novice level.

Teeing off is fairly easy, but keep your eye on the indicator on the left. Start the swing by pressing down fire, and set the power by releasing the fire button during the backswing. Time it just right and you'll hit it with full force. Each club hits the ball up to a certain distance, so if your timing's up to scratch and you pick the right club you'll usually get down to the green in two. Putting's harder, though. The borrow (slope to you) on the green is clearly marked, but you may find the power control difficult to handle, especially on the shorter shots.

Succeed as a novice and it's onto the Amateur level, where the horrors of hook and slice complicate matters a lot. Now, after setting the power, you must quickly press the button again to set the "snap". Snapping just as the club hits the ball will make it go straight, but be slightly early or late and the ball will go haring off to the left or right.

Later still you can graduate to Professional, where you now have wind to cope with (have you seen a doctor about that, madam?) Watch the wind indicator on the right of the screen — as with hook and slice you can sometimes use it to your advantage. Needless to say, Course 4 on the Professional level should be tried only by the most skilled or the deranged.

Leader Board is about as boffo a golf sim as you could ever wish for on the Spectrum. Even if you don't know your mashie from your niblick and you think a caddie's something to warm tea with (*Isn't it? Ed*) it's an essential purchase. As for me, I'll meet you at the 19th hole. Large G and T, barman…!



The third hole on the fourth and trickiest course is relatively straightforward. Take a 5 wood to the island on the right, and then an 8 or 9 iron to the green ('cos you're going clubbing!) The little pimple above your head isn't a bug, it's your aim. Use the joystick to get it just right.

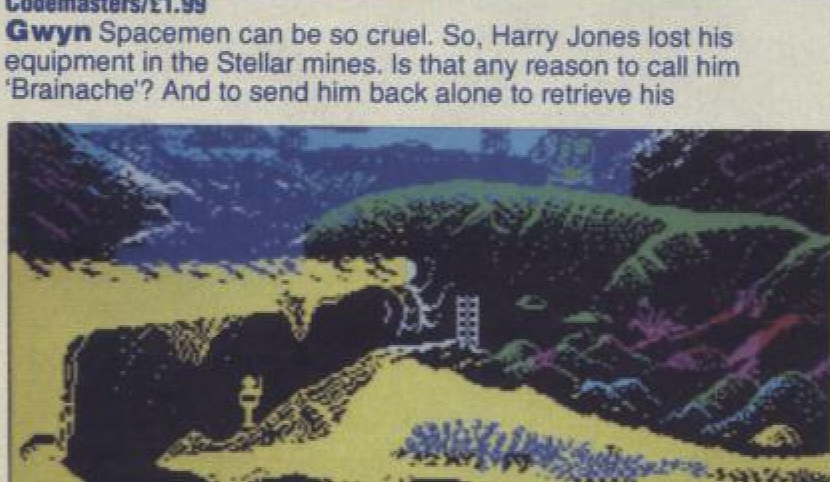


611 shots later, here we are on the green. The indicator on the right shows you the slope, so I've aimed to compensate. Not that I got it in, of course — putting's not the strongest aspect of my game. Note the fab way you get to look back over the islands you've just swished and swooshed through (even though the backgrounds don't change!)

Graphics
Playability
Value for Money
Addictiveness
9

Codemasters/£1.99

Gwyn Spacemen can be so cruel. So, Harry Jones lost his equipment in the Stellar mines. Is that any reason to call him 'Brainache'? And to send him back alone to retrieve his equipment. They might never see him again.



This program's unlikely to induce much in the way of brainache, but eye-strain is definitely on the cards, as hapless Harry has to delve into a scrolling subterranean system that makes Hip-Hop graffiti look low-key. Very brash, very Spectrum.

All we have here is another attempt to disguise the platform and ladders format, and it works — the landscape looks like rocks and tracks. But these gaudy graphics have overreached the poor little Spectrum's capabilities. The tiny sprite could do with being even more fatheaded — anything to help you see him against the raucous background!

Of course, after the glut of *Wet Set Jelly* clones, there's been something of a famine for the last few months. Maybe you miss that happy old formula of picking up the objects and solving problems (Now what can I use this ladder for? Duh!). But I don't think *Brainache*'ll start the platforms and ladders revival.

Even wearing sunglasses, everything tends to merge into one muddy mess, and while I'm willing to believe the game itself could be quite playable, you might not want to persist when the attributes are so clearly set against you!

Graphics
Playability
Value for Money
Addictiveness
5

BRAINACHE

BRIAN CLOUGH'S FOOTBALL FORTUNES

CDS/£14.95

Gwyn This is unusual. A computer game for two to five players which comes complete with board, counters, lots of little cards and Bank of Toytown notes in £100,000 denominations. Has CDS flipped?

I don't think so. Zapping aliens is fine, but it's a lonely business. So it was onto the blower to enlist the aid of T'zer (On the 'ead, son) Maughan, Phil (Get stuck in there) South, Marcus (Are you blind, ref?) Berkmann and Rachael (Oo, err, is that the ball?) Smith.

Of course, *BC's FF* is a football *management* game, but that didn't stop Smiffy turning up in shorts and a number eleven shirt. Thank heavens nobody mentioned full team strip — she probably would have!

The aim of the game is nothing short of world domination — soccer style. At home there's a league to conquer and the cup to win. After the first season things get really exciting, because there are European competitions too. But success in these fields is only one step to acquiring management points. Teams start equal, but by the end of the game, one will be more equal than others. And the manager who's led it to fame and fortune is bestowed the title of Cloughie the Conqueror by the computer.

So it's off round the board, with the Spectrum shaking the dice. The squares you land on can help you supplement your squad, suck away your money, or crush you with the fickle finger of fate through chance events, detailed by the micro.

The computer's got a more important role in the second stage of each round. That's when the matches are played. Each manager enters their team's defence and attack strengths, which are the sum of each player's personal ability points. You start by choosing from a squad of thirteen, including two utility players, who're good anywhere except in goal.

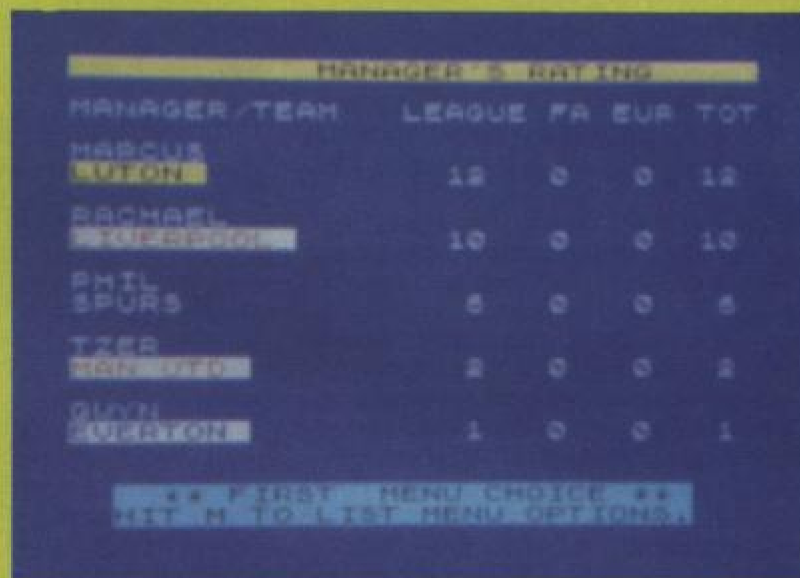
At first the teams rate much the same, but as the game progresses each player has the chance to build up their squad, or find it decimated by bad luck and face possible bankruptcy. Auctions are one way to acquire stars, but the real strategy and excitement lies in private deals.

Spend too much early on and you might well have to sell that extra striker to raise capital, especially if his transfer could result in another manager's FA Cup chances getting hammered!

The computer calculates results for all the teams in the league, whether they belong to players or not, and then works out the league tables. You can set the skill level of the micro teams, to give the miserable humans an even tougher time.

After all that, it was inevitable that Rachael (Over the moon) Smith would make us all as sick as parrots. But that just goes to prove that you don't need to know anything about footie to enjoy this — you just have to be good at wheeling, dealing, bargaining and backstabbing!

Graphics
Playability
Value for Money
Addictiveness
9



Despite the Basic, error trapping is good, so you can't enter ridiculous team strengths. You'll need to do well in all areas to gain maximum management points. But one of the nice things about *BC's FF* is that, even if you're not named Top Manager, you can still have the satisfaction of winning one of the competitions.



Sponsorship's a handy square, boosting the readies. But beware of buying too many men. Every time you land on Wages you have to fork out for every player you won, and a more powerful squad means paying more squid.

Land on Managers Luck or Selection Problems and the unexpected happens. It may be bad or good, but crash onto Crisis and you're fined £50,000 and lose your best specialist player automatically!

In the Auctions, a player is peeled off the pile in the centre of the board and everyone bids for him. This can be a straight contest, but in a 50 percent Auction the person who lands on the square need only pay half their final bid!

Bank Finance can come in handy if you're strapped for cash. You can sell any player to the bank for three-quarters of their nominal value, calculated at £20,000 per skill point. That could explain why all the cashiers have muddy knees!

YOUR SINCLAIR MEGAGAME



THE COMPLE

Ra

Froggy goes a-courtin'...but *Marcus Berkmann* is already spoken for, thank you very much.

Ribbit, ribbit, ribbit. It's a frog's life on the Spectrum sometimes, even if you are partial to flies. Pity poor Mervyn, then, a sorceror's apprentice who, while trying to concoct a potion to make him tall, dark and handsome, turns himself into something short, green and extremely slimy — a frog. Still, it helps him survive an invasion of evil warlocks — now he's just got to go round and destroy them, all 96 of 'em on eight labyrinthine levels. Or rather you've got to.

This is the scenario behind *Rana Rama*, a fast-hopping megazapper from the magic keyboard of Hewson's Steve Turner. Okay, so it does look a bit like *Gauntlet* — lots of games will from here on in — but it doesn't play like it, no sirree. You've got to think while playing this one — something that may not appeal to fans of the great glove.

You're stuck in a massive dungeon of eight interconnected levels and about four by four screens per level. You see only the rooms you've visited (50 to 100 per level), and meanies are only visible in the room you're in — a clever touch that peps up the game no end while no doubt saving lorryloads of memory. The network of rooms is deliberately complex, and you often have to go around the houses to reach one you've missed.

Throughout the game you carry with you four spells — Power, to keep you going, Offence (or firepower to you and me), Defence, and Effect, a sort of catch-all category that gives you certain useful (and occasionally bizarre) powers against your enemies. Spells can be upgraded, though it's a complicated business. Every time you touch a warlock, you're launched into a subgame where you must rearrange the letters R-A-N-A-R-A-M-A (helpfully muddled by the computer) in the right order pretty darn swifly. Get past this, and Mervyn has the chance to pick up a maximum of four magical runes which flash onscreen.

Runes are vital if you're to get anywhere in *Rana Rama*. With them you can bump up your spells and make yourself more powerful. For this reason the most dangerous part of the game is the first bit, when you're at your most vulnerable. When you've got some runes to play with, you can afford to take more risks. But at the start, concentrate on damage limitation.

As you'll see from the table, some runes are rather better than others. The really whizzy ones you'll find only on the lower levels, but occasionally you'll get a good one on level 1 when you pick up all the four runes going. If possible try to tempt the warlock into a smaller room, 'cos it'll be easier to grab the full rune complement.

AT THE HOP



The Sorcery Glyph displays your spell status and rune list, and lets you scroll through the available spells. Head for this immediately after grabbing some runes to stock up your spell larder.

Harassed by minions? Stand on this glyph and many of them will go west. There's a random element to it, though, so you may kill the lot or none at all. Disappears after use.

It's a nice effect when you do blow up a generator, and you could well find that you can now reach parts of the room other beers cannot reach. (Eh?)

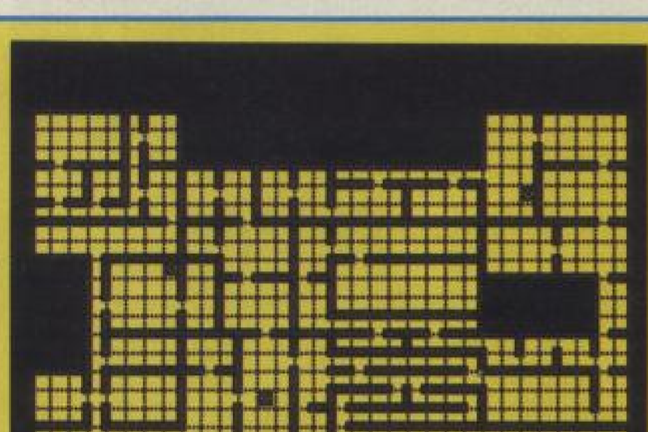
The See Glyph shows you a map of all the rooms you've visited. And as with all the glyphs, land on this and the meanies can't get at you.

Grab this energy capsule when you start flashing, otherwise it's curtains. A nice trick to know is that when you've knocked off all the warlocks and moved on to another level, there'll be loads of energy capsules around if you come back — so pop up now and again to refuel.

YOUR SINCLAIR MEGAGAME

Frog's Legs

One of the game's nicest features is the way you slowly build up the map of the level you're exploring. The See Glyph shows you which rooms you've visited, and exactly where you are in the grid (a flashing light). Lifts to other levels are also highlighted. With a See Spell you'll also be able to spot wandering warlocks (red squares), but again only in parts of the maze you've already explored. The map also displays any secret doors you may have missed. Starting up, though, can be tricky, so here's the first level complete and unsullied by warlocks...



Born To Rune

Here are the first five levels of spells and the runes you'll need to get 'em. The warlock is the man to get the runes off, then use them wisely. With offence and defence it pays to upgrade at every opportunity. Bear in mind that power spells can be lost, returning you to the ranks of mere mortals, so it's up to you whether you want to invest in an Electra or an Elemental or settle for a Psychic. You'll soon decide which of the Effect spells you like best — note that when you upgrade you lose the Effect you had before. The Effect spell is activated by standing still and firing — if you do this quite a lot, consider carefully which one you'd prefer to use. I prefer the Find and See spells myself, especially on levels I haven't been before. Jump, which sends you randomly to another place in the grid, is often more trouble than it's worth.



Wa
bu
be
be
wh

Illustration: Ian Pollock

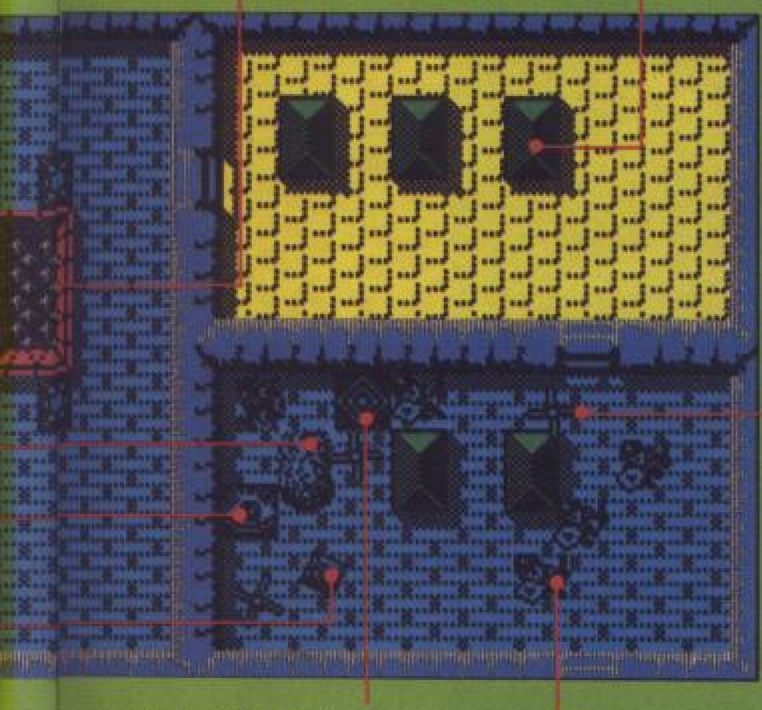
LETE PLAYER'S GUIDE TO

anaRama

This corner of the first level (the top right hand corner on the map) is always one of the busiest — although you can't see them now, the other two rooms are just groaning with meanies of every description. Destroy those generators quickly, or else your position will be hop-less!

This thing's harmless, but unlike the little generators it can work to your advantage. Not only can you use it as cover but you can shoot over it and zap your enemies in relative safety. Neat, huh?

Generators produce the warlocks' Magical Weapons, so they need to be destroyed as soon as you enter the room. Otherwise you'll have munchies and energy balls all over you — nasty!



Way Glyphs take you down to another level, but watch out 'cos they may take you further down than you're really ready for. And you can't always get back either. So stock up with some heavy duty spells before you contemplate moving on.

Dwarf Warrior? Looks like a troubadour to me. They're dangerous little characters, nonetheless, so wipe 'em out!

Although you don't get points for "killing" weapons, you do have the satisfaction of knowing they're not going to leap out behind you all the time. Generators, incidentally, are worth 500 points.

MERVYN'S MEANIES

Death Serpent
Spawned from the heads of dead warriors — yeeugh. 5th level minion that'll need five zap shots if you want to see the back of it. You'll need a Buzzball or better for instant results.

Ghoul
A 6th level fighter that's barely visible. That doesn't stop it from draining your energy at a scarifying rate, of course.

Arachnae
Aren't spiders vegetarian? Possibly, but not these. No nut cutlets for these vicious octopeds — they're much keener on froggies (and we're not just talking legs).

Gargoyle
You'll have to venture to the very deepest levels to find these sweeties — and you'll soon wish you hadn't bothered. Swift, cunning and deadly to anyone without high-powered defence.

Warlock
The stronger a warlock, the keener he'll be on touching you and forcing combat. Only the weakest warlock will succumb to missile attack, but don't bother anyway — otherwise you lose your runes!

Necromancer
Very nasty characters, these, to be found mainly on the bottom levels. Avoid unless you have at least 4th level power and defence. Level 8 necromancers are the most powerful meanies in the game, so go well prepared!

There's a random element in which runes you'll pick up, but generally they'll be more high-powered the more trigger-happy the warlock.

The spells you start with are mainly Base Magic spells which, honestly, aren't up to much. The one exception to this is the power spell, where you start as Psychic. When you're killed — and you will be — you revert to level 1, Mortal. Die again and the game's over, so go to Psychic as soon as possible after your first demise if you want a buffer between you and oblivion.

What sort of nasties must you cope with? The warlocks (and on lower levels the necromancers) are of course your main target, as they provide the valuable runes. Don't fire at them, walk into them — this is in effect a challenge to the warlock and leads to the subgame. Warlocks are normally surrounded by Magic Minions, which are usually recognisably animal in shape (if only just) and limited in number. They come in many forms, from Dwarf Warriors (relatively easy to kill) to Gargoyles (rotten meanies). Kill the lot of 'em.

The third type of meanie is the Magical Weapons. These come from small square or rectangular generators and are endlessly renewable, unless you destroy the generators. It's vital, then, to knock off any generators as soon as you enter the room — even before going after the warlocks.

While warlocks fire at you, their minions and weapons will walk into you to harm you. As you weaken, your frog will begin to flash and his croaking will grow louder and more desperate. To stay alive you'll need to find one of the many gyrating little energy capsules which, like rozzers, are never around when you want them. When you need a capsule, it'll fizz loudly as it whooshes into you — if there's no fizz, you've wasted it.

And there's more. Secret doors are scattered liberally across the dungeon, so don't be misled by what seems like a dead end. If minions appear through walls, that's where the door is. Alternatively, the map that's activated by the See Glyph (displayed as an eye) shows all the secret doors.

Rana Rama is one of the best games I've ever played on the Spectrum. Fans of that little charmer, *Gauntlet*, find Hewson's entry less than gripping — it's all a matter of personal taste, I s'pose. But I'm hooked — two and a half hours last night, battling my way down to level 6. There's just so much to do and think about, and it's a treat for the peepers. So my advice is, hop off and snap it up — it's toadally brilliant!

Graphics
Playability
Value for Money
Addictiveness
9

FAX BOX	
Game	Rana Rama
Publisher	Hewson
Price	£7.95
Keys	Up A-G, Down Z-F, Left B or N, Right M or S/S, Fire H-L
Joysticks	Most types



Warlock by name, warlike by nature. To get his runes, just bump into him and you'll play the speed test subgame. It's best, though, to get rid of some of the other meanies before doing this, 'cos otherwise they'll get in the way when you're rune-hunting.

	Power	Offence	Defence	Effect
Base Magic	Mortal Uses your own life energy. When expired you are doomed.	Zap Better than nothing	Protect Standard defence	Find Will cause hidden doors to appear
Mysticism	Psychic Uses energy of the mind.	Missile Improved firepower	Shield Reduces hits	See Displays warlock on map if room has been explored
Witchcraft	Symbiotic Uses life force of others.	Plasma Bolt Bane of mortals	Wall Better defence against physical attack	Jump Transfer through space when in real trouble
Magecraft	Electra Uses electromagnetic force	Fireball Deadly firepower	Barrier Muncher of mortals	Demon Unleashes an ally
Runecraft	Elemental High power from the elements	Buzzball Electric firepower	Unseen Mortals cannot see you	Foolbane Will cause mortals blind panic



FIST II

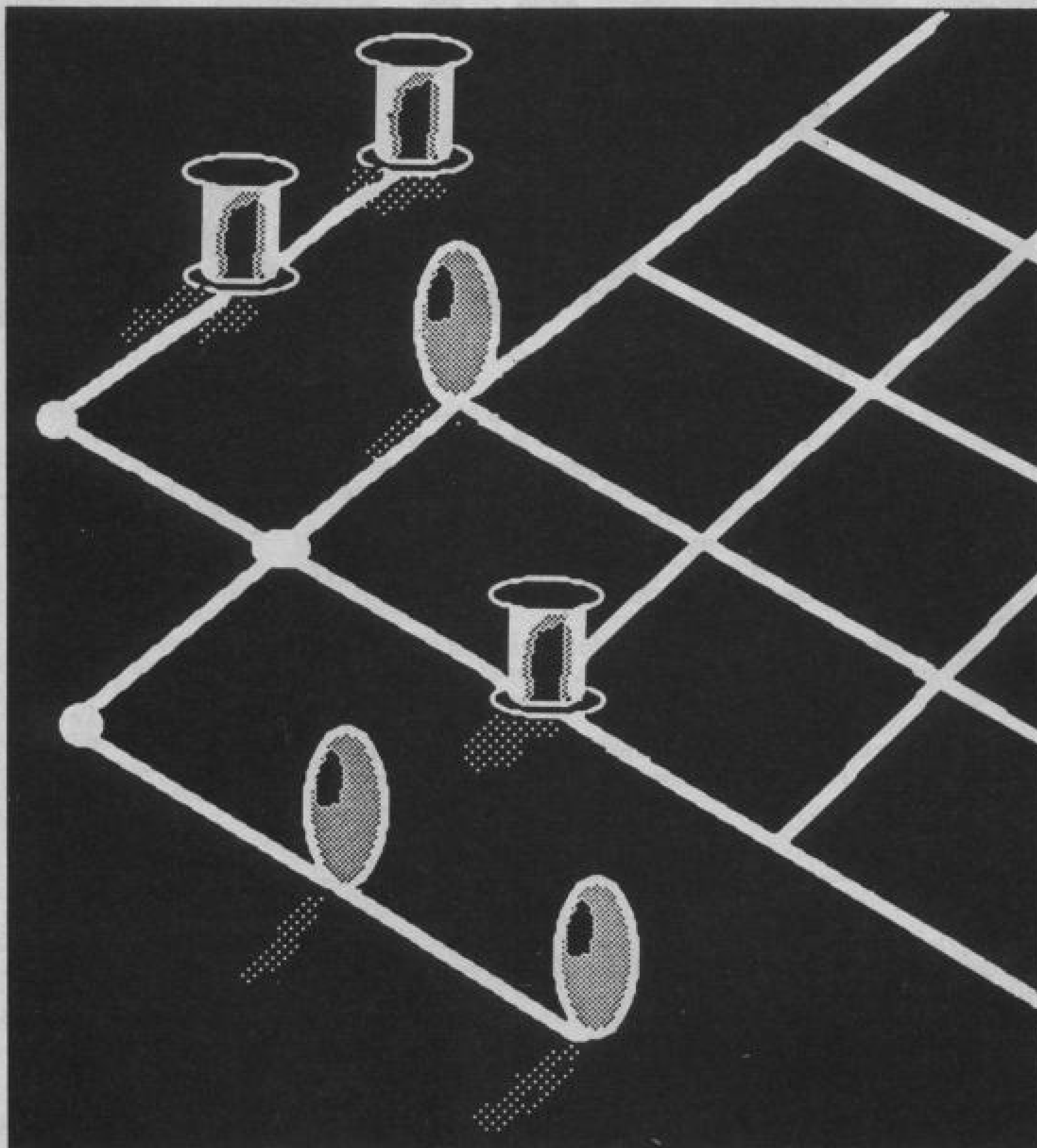
A MAP BY
MISCHA WELSH AND JON CLARK.

USING A GOOD VARIETY OF MOVES IS THE BEST TACTIC FOR SUCCESS.

DUCK TO AVOID THROWN STARS AND LEAPING PANTHERS.

MELBOURNE HOUSE

YOUR SINCLAIR



PROGRAM POWER

PULL-OUT

NETWORK

+

A NEW HEX LOADER

AVAILABLE ON DIGITAPE

NETWORK

by Chris Bradshaw and Phil Askey

***Network*, an original strategy game for two players, combines elements of the old chess and draughts idea, the Vortex from TV's The Adventure Game, Noughts and Crosses . . . oh, and a soupçon of the 100 yard dash as well. It's simply, but effectively, programmed in Basic, and the little machine code it does need is POKEd into memory from DATA statements.**

The gameplay is a mad race to get all your space age counters to the far side of the grid. It may sound simple but it's not, 'cos the opposing player, if he's clever, can block your path with one of his other counters while he breasts the finish line before you.

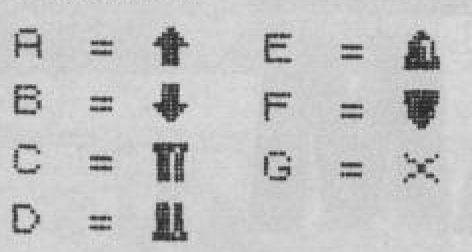
The control keys are 6 and 7 for up and down directions across the grid, and 0 for moving to the selected node point on the grid. There's also an A keystroke to abort the game, should you get yourself into an insoluble mess.

Oh by the way, if the slowly scrolling screens between games get you down, just press a key (preferably not a game control) and the game will step forward a bit more sharpish.

Happy networking!

Graphics Key

Here's a little list of the graphics keys used in the program, so you can suss out the PRINT statements. To get graphics just press Caps Shift 9. The cursor will change to a 'G'. Now any letter key pressed will print a User Defined Graphic (UDG).



Typing time: 1 hour 15 mins

Loading time: 1 min 10 secs

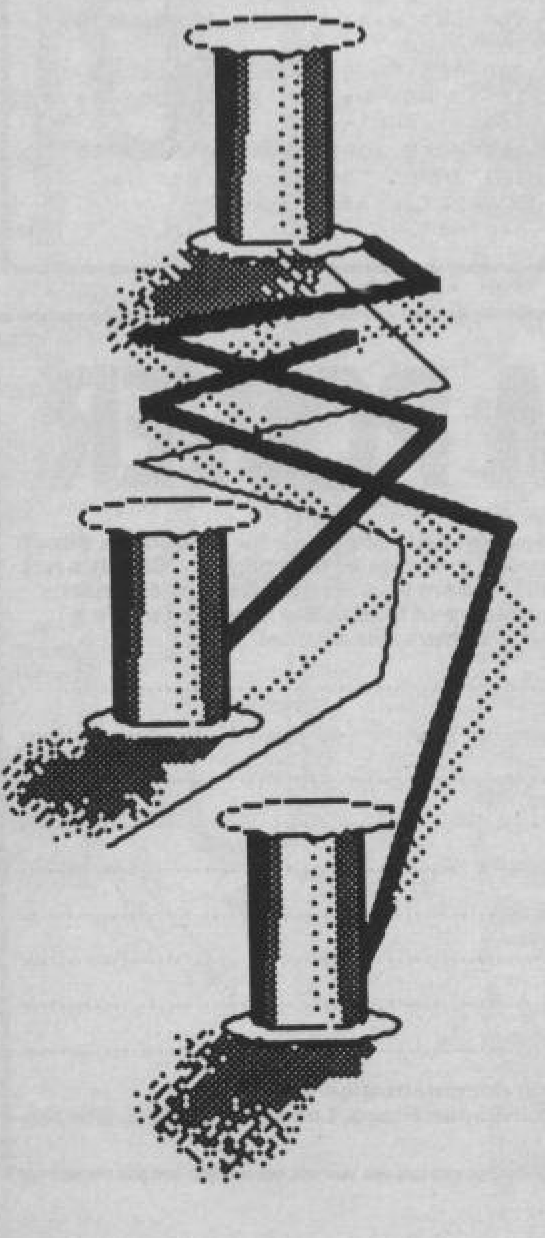
Serves: 48/128K

Basic Program

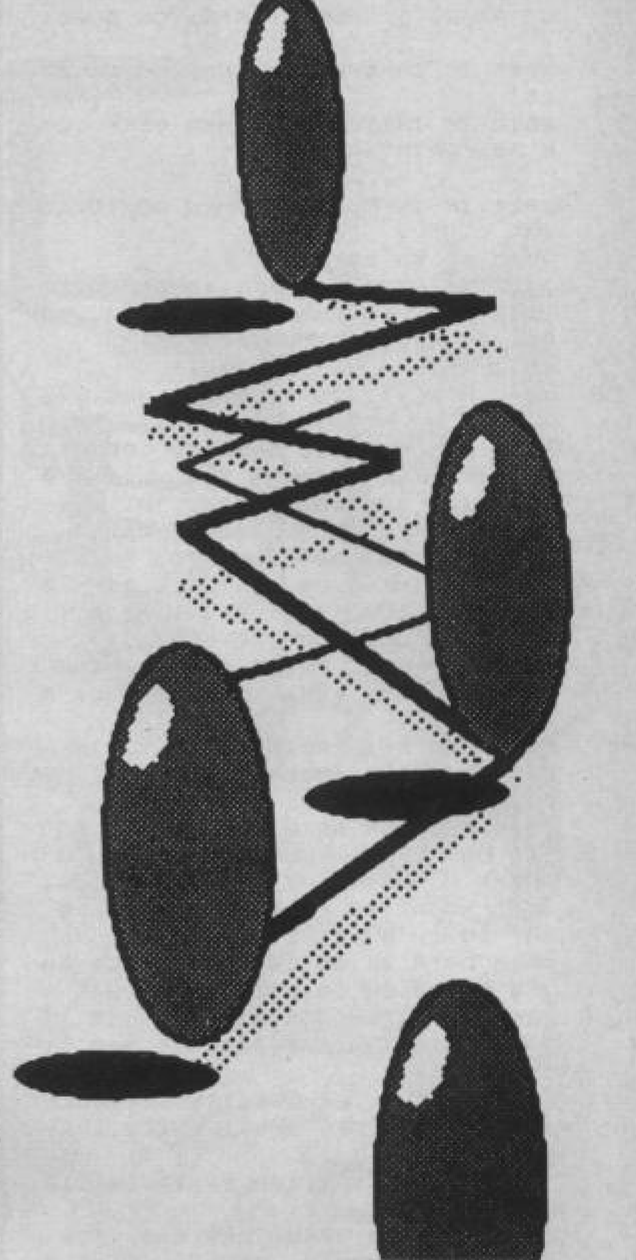
Okay, here's the Basic program. Getting this great little mover up and skipping couldn't be easier. Just type it in and save it as SAVE "network" LINE 1. The program will then auto-run, giving you full instructions.

```
   3 BORDER 5: PAPER 5: INK 0: C
LS
   5 PRINT AT 20,10;"PLEASE WAIT
!": PLOT 79,0: DRAW 48,5: DRAW 4
8,-5: DRAW 4,12: DRAW -4,12: DRA
W -48,-5: DRAW -48,5: DRAW -4,-1
2: DRAW 4,-12: GO SUB 9000
   6 FOR G=0 TO 191: RANDOMIZE U
SR 50200: NEXT G
  10 PRINT AT 0,0; INK 2;" "; IN
K 3;"              "; INK 1;"
 "; INK 3;"                 "; INK 7;
" ";AT 1,0; INK 2;" "; INK 3;"
          "; INK 1;"           "; INK
 3;"              "; INK 7;" "
  20 POKE 23609,5: POKE 23658,8
  30 DATA "▮xxxxxxxxxx NETWORK x
xxxxxxxxxxx▲"
  31 DATA "▮xxxxxxxxxx ======= x
xxxxxxxxxxx▼"
  32 DATA "","BY CHRIS BRADSHAW"
,"                 & PHIL ASKEY"
  33 DATA "","IMAGESOFT 1987 'TH
E NEW IMAGE'"
  34 DATA ""
  35 DATA "   A GAME OF STATEGY
FOR TWO"
  36 DATA "PLAYERS."
  37 DATA "   WHEN IT IS YOUR TU
RN YOU MAY"
  38 DATA "MOVE ONE OF YOUR COUN
TERS"
  39 DATA "FORWARDS.YOU MAY NOT
MOVE BACK"
  40 DATA "OR ON TO A SPACE OCCU
PIED BY"
  41 DATA "ANOTHER COUNTER.TRY T
O GET YOUR","COUNTERS TO THE FAR
 RIGHT HAND"
  42 DATA "SIDE.THE PERSON TO GE
T ALL OF","HIS OR HER COUNTERS T
O THE FAR"
  43 DATA "RIGHT HAND SIDE WINS.
IF NONE OF","YOUR COUNTERS CAN M
OVE THEN YOU","MISS A TURN."
  45 DATA "","PRESS ANY KEY...."
,"","",""
  46 PRINT AT 19,0; OVER 1; INK
1,, INK 2,, INK 3,,: PRINT #0;AT
 0,0; OVER 1; INK 4,, INK 5,,
  50 RESTORE 30: FOR N=0 TO 25:
READ A$: PRINT #0;AT 1,0; INK 5;
A$: FOR A=1 TO 7: RANDOMIZE USR
50000
  51 IF INKEY$<>"" THEN GO TO 54
  52 NEXT A: NEXT N: RANDOMIZE U
SR 50000
  53 IF INKEY$="" THEN LET N=N-3
: GO SUB 800
  54 IF INKEY$<>"" THEN GO TO 54
 .55 PRINT AT 19,0; INK 1; OVER
1;,, INK 2,, INK 3,,: PRINT #0;A
T 0,0; OVER 1; INK 4,, INK 5,,:
FOR Q=0 TO N*8: RANDOMIZE USR 50
100
  56 IF INKEY$="" THEN NEXT Q
  57 CLS
  59 INK 4: PLOT 0,0: DRAW 187,0
: DRAW 0,175: DRAW -187,0: DRAW
0,-175: INK 0
  60 PLOT 19,75: DRAW 61,-29
  65 PLOT 19,107: DRAW 60,30
  92 PLOT 19,75: DRAW 163,82
  93 PLOT 19,107: DRAW 162,-80
  96 PLOT 83,76: DRAW 96,47
  97 PLOT 115,60: DRAW 64,31
  98 PLOT 147,44: DRAW 28,13
  99 PLOT 83,107: DRAW 96,-47
 100 PLOT 115,123: DRAW 64,-31
 101 PLOT 147,139: DRAW 28,-13
 102 LET B=0: LET P1X1=8: LET P1
Y1=2: LET P1X2=6: LET P1Y2=6: LE
T P1X3=4: LET P1Y3=10
 103 LET P2X1=12: LET P2Y1=2: LE
T P2X2=14: LET P2Y2=6: LET P2X3=
16: LET P2Y3=10
 104 GO SUB 110: GO SUB 170: GO
TO 200
 110 LET E$="X": PRINT AT 4,10;E
$;AT 2,22;E$;AT 4,18;E$
 111 PRINT AT 6,6;E$;AT 6,14;E$;
AT 6,22;E$
 120 PRINT AT 8,2;E$;AT 8,10;E$;
AT 8,18;E$
 130 PRINT AT 10,6;E$;AT 10,14;E
$;AT 10,22;E$
 140 PRINT AT 12,2;E$;AT 12,10;E
$;AT 12,18;E$
 150 PRINT AT 14,6;E$;AT 14,14;E
$;AT 14,22;E$
 160 PRINT AT 16,10;E$;AT 16,22;
E$;AT 16,18;E$
 161 LET Z=2: LET Z2=7: RETURN
 170 LET A$="▮": LET B$="▮": LET
 C$="▼": LET D$="▲": PRINT AT P1
X1,P1Y1; INK Z;A$;AT P1X2,P1Y2;A
$;AT P1X3,P1Y3;A$;AT P1X1-1,P1Y1
;B$;AT P1X2-1,P1Y2;B$;AT P1X3-1,
P1Y3;B$
 171 PRINT AT P2X1,P2Y1; INK Z2;
C$;AT P2X2,P2Y2;C$;AT P2X3,P2Y3;
C$;AT P2X1-1,P2Y1;D$;AT P2X2-1,P
2Y2;D$;AT P2X3-1,P2Y3;D$
 172 IF B=1 THEN GO SUB 4000: LE
T B=0
 173 RETURN
 200 IF PEEK 23672<127 THEN LET
P=1: GO TO 210
 205 LET P=2
 210 PRINT AT 1,24;"PLAYER ";P
 220 PRINT AT 2,24;"SELECT  ";AT
 3,24;" COUNTER";AT 4,24;"
  ";AT 5,24;"        "
 221 PRINT AT 10,24;"USE:-";AT 1
1,24;"6-DOWN";AT 12,24;"7-UP";AT
 13,24;"0-CONT."
 222 PRINT AT 15,24;"A-ABORT"
 225 LET W=1
 228 GO SUB 500: IF P=1 THEN PRI
NT OVER 1;AT X,Y; INK 2;A$;AT X-
1,Y;B$
 229 IF P=2 THEN PRINT OVER 1;AT
 X,Y; INK 7;C$;AT X-1,Y;D$
 238 IF INKEY$="6" THEN BEEP .00
5,30: GO SUB 170: LET W=W+1
 239 IF INKEY$="A" THEN GO SUB 2
000
 240 IF INKEY$="7" THEN BEEP .00
5,30: GO SUB 170: LET W=W-1
 242 IF P=1 AND W=1 AND P1Y1=22
THEN LET W=2: GO SUB 170: GO TO
228
 243 IF P=1 AND W=2 AND P1Y2=22
```

```
THEN LET W=3: GO SUB 170: GO TO
228
 244 IF P=1 AND W=3 AND P1Y3=22
THEN LET W=1: GO SUB 170: GO TO
228
 245 IF P1Y3=22 AND P1Y2=22 AND
P1Y1=22 THEN LET WIN=1: GO SUB 1
000
 246 IF P=2 AND W=1 AND P2Y1=22
THEN LET W=2: GO SUB 170: GO TO
228
 247 IF P=2 AND W=2 AND P2Y2=22
THEN LET W=3: GO SUB 170: GO TO
228
 248 IF P=2 AND W=3 AND P2Y3=22
THEN LET W=1: GO SUB 170: GO TO
228
 249 IF P2Y3=22 AND P2Y2=22 AND
P2Y1=22 THEN LET WIN=2: GO SUB 1
000
 250 IF W=0 THEN LET W=3
 251 IF W=4 THEN LET W=1
 252 IF INKEY$="0" THEN BEEP .00
5,0: GO TO 400
 255 GO SUB 500: GO TO 228
 400 GO SUB 500
 404 IF P=2 THEN GO TO 450
 410 IF X=8 AND Y=2 THEN GO SUB
3000: GO SUB 5000: LET P1X1=10:
LET P1Y1=6: GO SUB 500: GO SUB 5
020: GO TO 600
 411 IF X=6 AND Y=6 THEN GO SUB
3000: GO SUB 5000: LET P1X2=10:
LET P1Y2=6: GO SUB 500: GO SUB 5
020: GO TO 600
 412 IF X=4 AND Y=10 THEN GO SUB
 3000: GO SUB 5000: LET P1X3=10:
 LET P1Y3=6: GO SUB 500: GO SUB
5020: GO TO 600
 435 GO TO 600: GO SUB 170: GO T
O 750
 450 IF X=12 AND Y=2 THEN GO SUB
 3000: GO SUB 5010: LET P2X1=10:
 LET P2Y1=6: GO SUB 500: GO SUB
5030: GO TO 600
 451 IF X=14 AND Y=6 THEN GO SUB
 3000: GO SUB 5010: LET P2X2=10:
 LET P2Y2=6: GO SUB 500: GO SUB
```



```
5030: GO TO 600
 452 IF X=16 AND Y=10 THEN GO SU
B 3000: GO SUB 5010: LET P2X3=10
: LET P2Y3=6: GO SUB 500: GO SUB
 5030: GO TO 600
 480 GO TO 600: GO SUB 170: GO T
O 750
 500 IF P=2 THEN GO SUB 550: RET
URN
 510 IF W=1 THEN LET X=P1X1: LET
 Y=P1Y1
 520 IF W=2 THEN LET X=P1X2: LET
 Y=P1Y2
 530 IF W=3 THEN LET X=P1X3: LET
 Y=P1Y3
 540 RETURN
 550 IF W=1 THEN LET X=P2X1: LET
 Y=P2Y1
 560 IF W=2 THEN LET X=P2X2: LET
 Y=P2Y2
 570 IF W=3 THEN LET X=P2X3: LET
 Y=P2Y3
 580 RETURN
 600 LET L=0: PRINT AT 2,24;"SEL
ECT: ";AT 3,24;"UP      ";AT 4,2
4;"MISS GO";AT 5,24;"DOWN     ":
LET UD=2
 605 GO SUB 170
 610 IF P=1 THEN PRINT OVER 1;AT
 X,Y; INK 2;A$;AT X-1,Y;B$
 612 IF P=2 THEN PRINT OVER 1;AT
 X,Y; INK 7;C$;AT X-1,Y;D$
 619 IF UD=1 THEN PRINT AT X-1,Y
+4; INK 3;"↑";AT X,Y+4;" "
 620 IF UD=2 THEN PRINT AT X,Y+4
; INK 1;"X";AT X-1,Y+4;" ": IF L
=3 THEN PRINT AT X+1,Y+4;" "
 630 IF UD=3 THEN PRINT AT X+1,Y
+4; INK 3;"↓";AT X,Y+4;" "
 631 LET L=UD
 640 IF INKEY$="7" AND UD<>1 THE
N BEEP .005,30: LET UD=UD-1
 645 IF INKEY$="A" THEN GO SUB 2
000
 650 IF INKEY$="6" AND UD<>3 THE
N BEEP .005,30: LET UD=UD+1
 651 IF UD=1 AND ATTR (X-2,Y+4) <
>40 THEN LET UD=2: GO TO 610
 652 IF UD=3 AND ATTR (X+2,Y+4) <
>40 THEN LET UD=2: GO TO 610
 653 IF UD=2 AND ATTR (X-2,Y+4)=
40 OR UD=2 AND ATTR (X+2,Y+4)=40
 THEN GO TO 610
 660 IF INKEY$="0" THEN BEEP .00
5,0: GO TO 700
 690 GO TO 610
 700 PRINT AT X-1,Y+4;" ";AT X,Y
+4;" "
 701 GO SUB 170
 702 IF UD=2 AND P=1 THEN LET P=
2: GO TO 210
 710 IF UD=2 AND P=2 THEN LET P=
1: GO TO 210
 711 LET B=1
 720 IF UD=1 AND P=1 THEN GO SUB
 5000: LET X=X-2: LET Y=Y+4
 721 IF UD=1 AND P=2 THEN GO SUB
 5010: LET X=X-2: LET Y=Y+4
 728 IF UD=3 AND P=1 THEN GO SUB
 5000: LET X=X+2: LET Y=Y+4
 729 IF UD=3 AND P=2 THEN GO SUB
 5010: LET X=X+2: LET Y=Y+4
 730 IF P=2 THEN GO TO 735
 731 IF W=1 THEN LET P1X1=X: LET
 P1Y1=Y: GO SUB 5020
 732 IF W=2 THEN LET P1X2=X: LET
 P1Y2=Y: GO SUB 5020
 733 IF W=3 THEN LET P1X3=X: LET
 P1Y3=Y: GO SUB 5020
 734 GO TO 740
 735 IF W=1 THEN LET P2X1=X: LET
 P2Y1=Y: GO SUB 5030
 736 IF W=2 THEN LET P2X2=X: LET
 P2Y2=Y: GO SUB 5030
 737 IF W=3 THEN LET P2X3=X: LET
 P2Y3=Y: GO SUB 5030
 740 GO SUB 170
 750 IF P=1 THEN LET P=2: GO TO
210
 760 IF P=2 THEN LET P=1: GO TO
210
 800 DATA 9,9,7,7,6,7,7,6,6,7,7,
6,6,4,4,4,4,4
```



```
 805 DATA 6,6,4,6,6,4,4,6,6,4,4,
2,2,2,2,6,4,4,2,4,4,2,4
 810 DATA 4,2,2,1,1,1,1,4,2,2,1,
2,2,1,1,2,2,4,4,6
 815 DATA 6,6,6,6,6,6,6,6,6,6,6,
9,9,11,11,9,11,11,9,9,11
 820 DATA 11,9,9,9,9,9,9,9,11,11
,9,11,11,9,11,11,9,9,9,9,9,9
 825 DATA 6,6,9,11,11,11,14,14,1
6,16,14,11,11,9,9,11,11,11,11,11
,11,11,11,11,11
 875 RESTORE 800
 880 FOR R=1 TO 131
 885 READ E
 890 FOR H=1 TO 4: BEEP .004,E:
NEXT H
 891 IF INKEY$<>"" THEN RETURN
 900 NEXT R
 901 IF INKEY$="" THEN GO TO 901
 905 RETURN
1000 GO SUB 170: PRINT AT 1,24;"
PLAYER ";WIN;AT 2,24;"HAS WON!";
AT 3,24;"       "
1001 RESTORE 1005: FOR N=1 TO 20
: READ A: BEEP .04,A: NEXT N
1005 DATA 11,9,7,9,7,5,4,5,4,2,4
,2,0,2,4,5,7,9,11,0
1010 PRINT AT 20,1;"ANOTHER GAME
?       "
1020 IF INKEY$<>"" THEN GO TO 10
20
1030 IF INKEY$="N" THEN BEEP .05
,0: STOP
1040 IF INKEY$="Y" THEN BEEP .00
5,30: PRINT AT 21,0;"
  ": GO TO 1060
1050 GO TO 1030
1060 PLOT 0,0: DRAW 187,0: DRAW
0,175: DRAW -187,0: DRAW 0,-175
1061 LET Z=0: LET Z2=0: GO SUB 1
70
1085 FOR G=0 TO 255: RANDOMIZE U
SR 50220
1087 IF INKEY$<>"" THEN GO TO 10
1090 NEXT G: GO TO 10
```

```
2000 GO SUB 170: BEEP .05,0: PRI
NT AT 20,1;"ABORT? ARE YOU SURE!
"
2005 IF INKEY$<>"" THEN GO TO 20
05
2010 IF INKEY$="N" THEN BEEP .00
5,30: PRINT AT 20,1;"
          ": RETURN
2011 IF INKEY$="Y" THEN GO TO 10
10
2020 GO TO 2010
3000 IF ATTR (8,10)<>40 AND ATTR
 (12,10)<>40 THEN GO SUB 170: BE
EP .05,-20: GO TO 740
3010 RETURN
4000 FOR N=1 TO 5: BEEP .005,N*2
: NEXT N: RETURN
5000 LET B=1: GO SUB 170: PRINT
AT X,Y; INK 2;B$;AT X-1,Y; INK 0
;" ": GO SUB 4000: PRINT AT X,Y;
 INK 0;"X": GO SUB 4000: RETURN
5010 LET B=1: GO SUB 170: PRINT
AT X,Y; INK 7;D$;AT X-1,Y; INK 0
;" ": GO SUB 4000: PRINT AT X,Y;
"X": GO SUB 4000: RETURN
5020 LET B=1: PRINT AT X,Y; INK
2;B$: GO SUB 4000: GO SUB 170: R
ETURN
5030 LET B=1: PRINT AT X,Y; INK
7;D$: GO SUB 4000: GO SUB 170: R
ETURN
9000 RESTORE 9010: FOR N=USR "A"
 TO USR "H"-1: READ A: POKE N,A:
 NEXT N: PRINT AT 21,8;"X";AT 21
,23;"X";AT 20,8;"♜";AT 20,23;"♥"
;AT 19,8;"♖";AT 19,23;"♟"
9010 DATA 24,60,126,255,60,60,60
,60,60,60,60,60,255,126,60,24
9011 DATA 255,251,118,118,118,11
8,118,118,118,118,118,118,118,11
8,251,255
9012 DATA 24,60,114,122,122,251,
255,255,255,255,255,126,126,126,
60,24
9014 DATA 0,129,102,24,24,102,12
9,0
9030 RESTORE 9040: LET c=0: FOR
a=50000 TO 50099: READ n: POKE A
,N: LET c=c+n: NEXT a: READ CS
9040 DATA 33,0,64,17,0,65,14,192
,6,32,26,119,121,254,2,32,2,151,
18,19,35,16,243,213,17,224,0,25,
227,25,235,225,13,121,230,7,254,
0,32,10,213,17,224,7,167,237,82,
209,24,14,254,1,32,10,229,235,17
,224,7,167,237,82,235,225,121,23
0,63,254,0,32,6,62,7,132,103,24,
167,254,1,32,183,62,7,130,87,121
,254,1,32,174,201,0,0,0,0,0,0,0,
0,0
9045 DATA 9226
9050 IF CS<>C THEN PRINT "ERROR
IN LINE 9040": STOP
9060 DATA 33,255,87,17,255,86,14
,192,6,32,26,119,121,254,2,32,2,
151,18,27,43,16,243,213,17,224,0
,167,237,82,227,167,237,82,235,2
25,13,121,230,7,254,0,32,8,213,1
7,224,7,25,209,24,11,254,1,32,7,
229,33,224,7,25,235,225,121,230,
63,254,0,32,6,124,214,7,103,24,1
88,254,1,32,184,122,214,7,87,121
,254,1,32,175,201,201,0,0,0,0,0,
0,0,0
9065 DATA 0,10063
9070 RESTORE 9060: LET c=0: FOR
a=50100 TO 50199: RANDOMIZE USR
50000: READ n: POKE A,N: LET c=c
+n: NEXT a: READ CS
9080 IF CS<>C THEN PRINT "ERROR
IN LINE 9060": STOP
9090 DATA 33,255,87,14,192,6,32,
183,203,22,43,16,251,13,32,245,2
01,0,0,0,33,0,64,14,192,6,32,183
,203,30,35,16,251,13,32,245,201
9095 DATA 3378
9100 RESTORE 9090: LET c=0: FOR
a=50200 TO 50236: RANDOMIZE USR
50100: READ n: POKE A,N: LET c=c
+n: NEXT a: READ CS
9110 IF CS<>C THEN PRINT "ERROR
IN LINE 9090": STOP
9120 RETURN
```

GREAT HEXPECTATIONS

We promised it, and now here it is! The brand spanking new, stripped down and washed Hex Loader program! Okay, so you don't need it this issue, but we thought you might like a copy of it anyway, for future reference. For those of you who are a little hazy about what this fantabulous program will do for you, allow me to elucidate.

The Spectrum, whilst being an excellent little buttonbox, doesn't recognise any form of input other than Basic. Which is fine if all you want to do is write Basic routines, but what if you want to snazz up your programs with super fast machine code? Well, you're stuck.

Although you *can* use 'assembler' programs, which accept the code as mnemonics (like LDA, POP, OUT, and INC), they're tricky to use for a beginner, and take a bit of time and care to use quickly. Strictly speaking then, these are best for professional people to actually *write* machine code, rather than for just inputting code.

The best alternative is the 'hex loader'. The code is shorter on the page, easy to check and fast to type in. The machine code program is printed out as a block of code in 'hexadecimal' notation, because the computer finds it easier to count in base 16, and the 'hex loader' program decodes the hex dump and POKEs each and every byte into memory at the right location.

Son Of Hex Loader

So, now we come to an explanation of our zarjaz new hex loader program. Son Of Hex Loader is a bare bones hex loader program, involving very little in the way of built in features, but by removing all extra details we've made it a bit less hassle to use. You just type in the code and then stop the program. Then *you* type in the 'SAVE"whatever"CODE start address, length' command, giving you a better idea of what's going on. If you should want to stop halfway through a listing, you can count up the bytes you've done and substitute *that* figure in the SAVE command instead of the 'length'. Simple innit?

Right, off you go, and don't say we never tell you anything!

```
  5 REM ***SON OF HEX LOADER***
  6 REM
  7 REM
 10 GO SUB 200
 20 LET a=s
 30 LET t=0
 40 PRINT TAB 0;a;":";
 50 INPUT "Line of Hex";h$
 60 IF h$="S" THEN STOP
 70 IF LEN h$<>ch THEN BEEP .5,
-15: PRINT "Length error": GO TO
 30
 80 PRINT h$;
 90 LET x=0
100 FOR b=1 TO ch STEP 2
110 LET z=FN h(h$): LET t=t+z
120 POKE a+x,z
130 LET h$=h$(3 TO )
140 LET x=x+1
150 NEXT b
160 PRINT " = ";: BEEP .2,25: I
NPUT "Checksum:";q
170 PRINT q
180 IF q<>t THEN PRINT "INPUT E
RROR!": BEEP .5,-15: GO TO 30
190 LET a=a+(ch/2): BEEP .1,35:
 GO TO 30
200 DEF FN h(h$)=16*(CODE h$(1)
-48-(7 AND h$(1)>"9"))+CODE h$(2
)-48-(7 AND h$(2)>"9")
210 POKE 23609,50: POKE 23658,8
220 INPUT "Start Address";s
230 LET ch=16
240 RETURN
```

PROGRAM POWER

Heeeyyyy! Wossis wossis wossis? Have I got a neat little old game for you, Philip Snout! It ain't a font/character definer, fruit machine, file program or microdrive utility. It's not even a print utility for the Kawamoto Hakashuki Steam Powered rubber needle matrix printer, or a program for calculating the temperature of lead in the Sun. Nope. It's a blimmin' good, 100 percent original game, and it's yours, for a price!

I am ....

and my address is ....

....

....

.... **postcode** ....

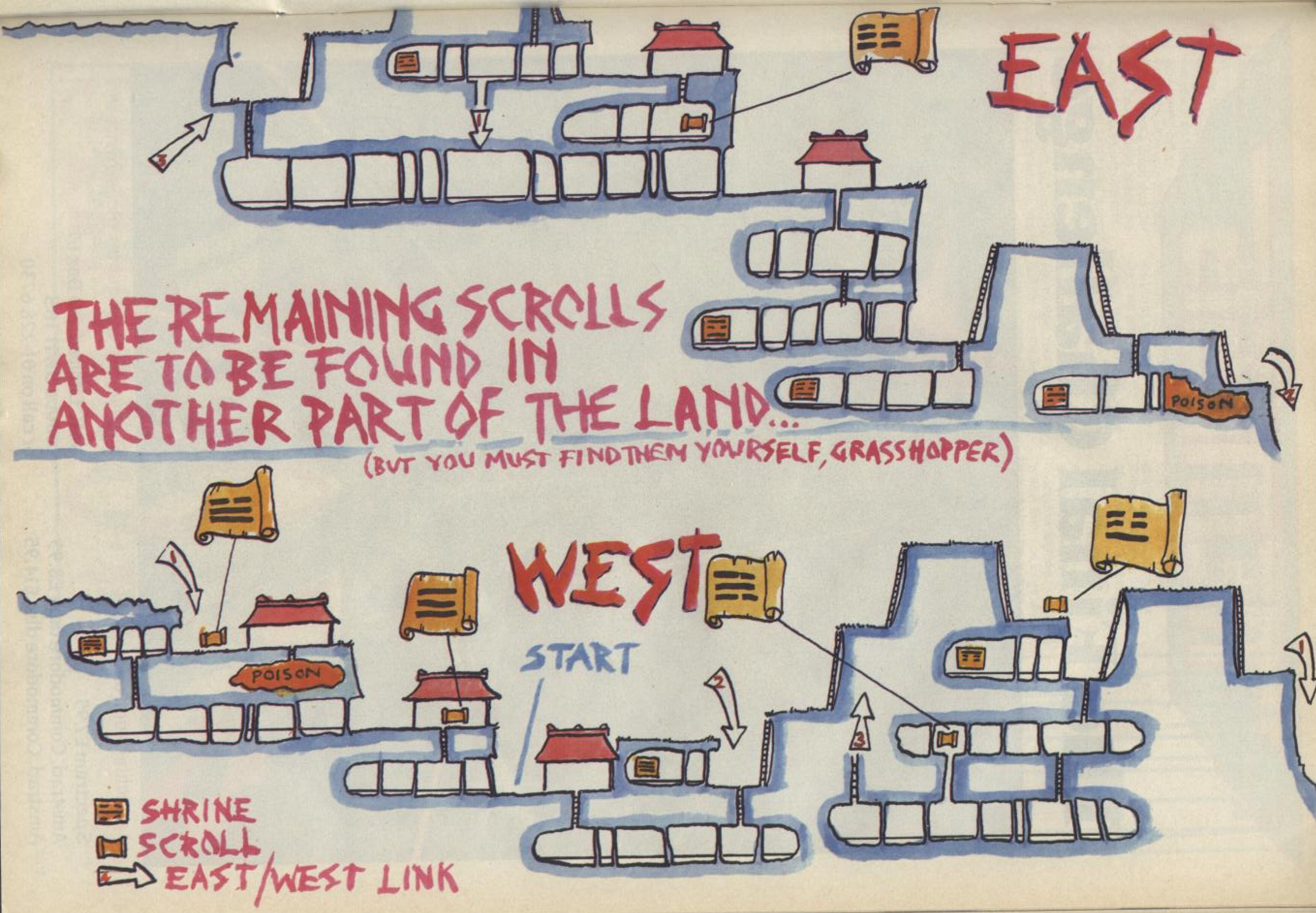
Phone ....

My game is called ....

and it's (Basic/Machine code/Megabasic) ....

signed ....

Cut this coupon and mail with cassette and full documentation to:
Phil South, Program Power, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. (Please allow 28 days for evaluation and return.)


EAST
THE REMAINING SCROLLS
ARE TO BE FOUND IN
ANOTHER PART OF THE LAND...
(BUT YOU MUST FIND THEM YOURSELF, GRASSHOPPER)
POISON
WEST
START
POISON
SHRINE
SCROLL
EAST/WEST LINK

NEMESIS™

The Final Challenge



Launching soon on:

Spectrum £7.95
Amstrad, Commodore tape £8.95
Amstrad, Commodore disc £14.95

For mail order enquiries please write to:

NMC Limited, PO Box 67
London SW11 1BS
or call on 01-228 6730

SCREEN SHOTS

PART TWO

Son Of Screenshots

The second part of your favourite long-running serial — no, not Dysentery — YS Screenshots! Thrill to the screens, gasp over the colours — you know you're reading the best reviews around!

SHADOW SKIMMER

The Edge/£7.95

Marcus You know, you're jinxed. I mean, every officer on a Star Class Liner has to take one jaunt out on a reccy in his five years' service, and nowt's gone wrong before. But when you shoot off in your Shadow Skimmer for a quick loop-de-loop through deep space, the computer goes haywire and sets off the automated defence system. When you try to fly back in for your tea and biccies, things start firing at you. And no-one's got through that defence system yet. You're on your own...

Oh well, can't be helped.

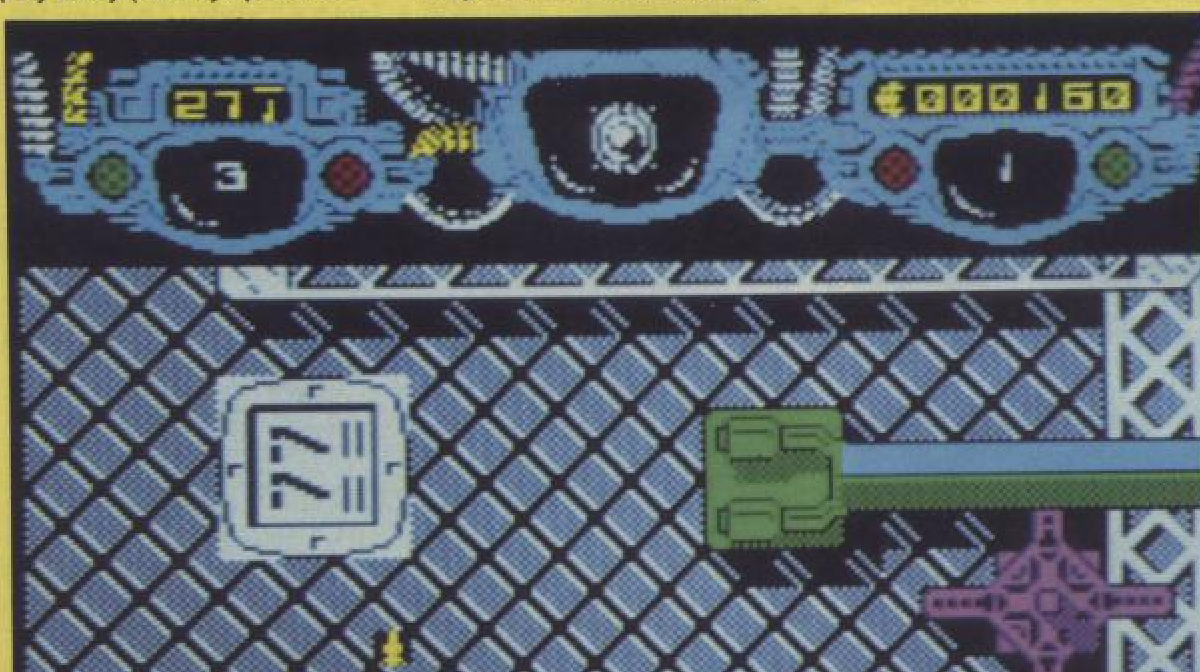
So, on a one-way ticket to certain doom, you've got all three hull sectors to get through and not much time to do it in. On every level there's some bit of hardware you've got to discomknockerate (*Do what? Ed*) before you can move on. The sleeve notes are in fact intentionally vague — part of the fun in playing *Shadow Skimmer* is working out *how* to play it. So I don't want to give too much of the play away (I always preferred *Play School* myself). Let's just say that you should investigate the hatchways at every opportunity.

Time is the crucial commodity in this game. Whenever you're hit you lose a bit more of it, and though there are points to be had from shooting everything that moves, you can't really afford to hang around. It's more important to avoid being hit, even though it won't necessarily impress the high score table. Your craft moves quickly, and the illusion of skimming across the ship's surface is very convincing, rather like sliding over ice but with more control.

So where does *Shadow Skimmer* fit into the grand scheme of things? It's hard to say. Although the graphics are *Uridium* with knobs on, it's much easier to get through most of the screens 'cos more often than not, there's not a lot firing at you. Still the brilliance of the screen display doesn't sabotage the gameplay at all. The Edge has approached the old problem in an interesting new way — by not making the game screen-heavy and just concentrating on keeping it tight and difficult. So there aren't 472 different levels to explore, just three, but to get through all three before your time runs out is a fair old challenge. One thing your Skimmer can do is flip over *Uridium*-style. This lets it go under certain barriers, while making it more vulnerable to attack. But which barriers? And are there lots of 'em?

Shadow Skimmer's another winner from The Edge, even if it does skim the surface in more ways than one. Once you've finally managed to get through it, you're unlikely to come back for more, and I suspect that the real nutters will complete it quickly. But for plodders like me, it's a good thoughtful game which needs a bit of brainwork along with the usual lightning reactions. There's no shadow of a doubt!

Graphics
Playability
Value for Money
Addictiveness
8



DIZZY DICE

Players/£1.99

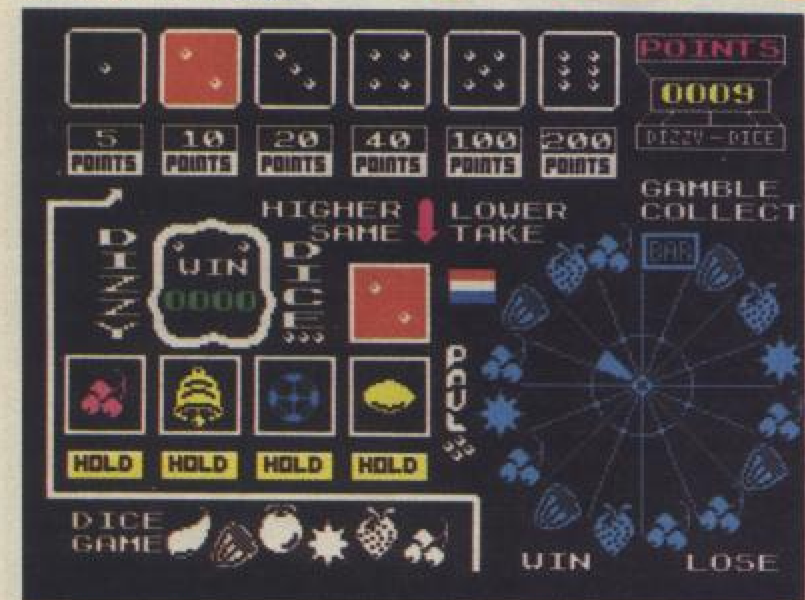
Marcus Okay, so there have been one or two fruit machine games on the Speccy. Eight billion, in fact. Surely no new game can add anything new to this well-worn genre? But *Dizzy Dice* ain't no lemon — in fact it's a peach. Though it wouldn't win any prizes for style or originality, it really hits the jackpot on playability.

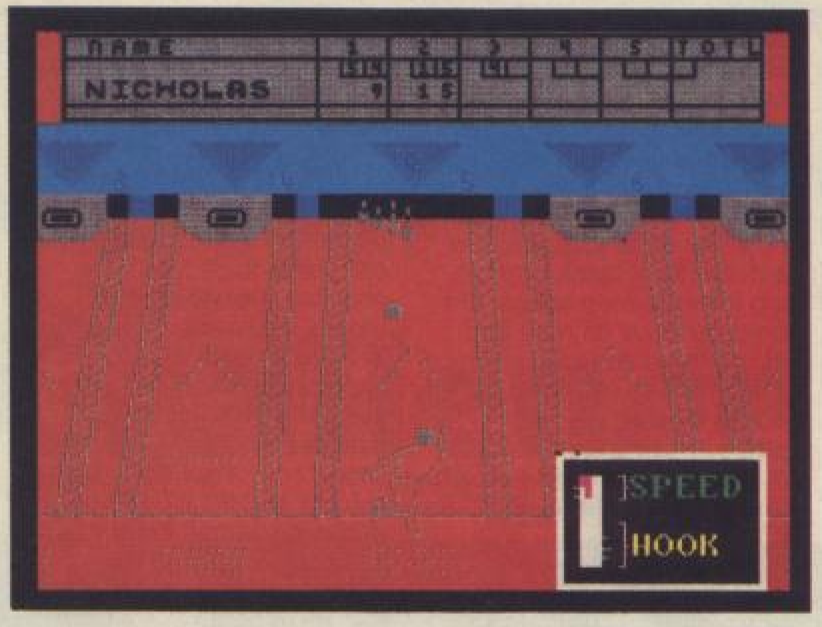
You start with ten points, using up one for every game. As the fruit, bells, wheels and BAR signs rotate through the four windows, you can win from 2 to 200 points. You can usually hold the symbols about half the time — though never after a win, where you simply gamble or collect. This feature is rather more complicated than on real machines. You can choose one of five symbols, each of which pays out a different amount. Then the wheel spins, and if your symbol is picked out, you win some more points. It's much more of a gamble than on the real thing, so this is recommended only for small wins. Fortunately two or four point wins spin along fairly regularly, so you can gamble on these while bunging the big wins in the bank.

If you're not on a winning streak, you'll find certain symbols lighting up at the bottom of the screen as they appear in the windows. They'll only light up in a pre-set order, but when you have all six, lights start flashing and you can play the Dice Game. Now the fun really starts. This is a sort of *Play Your Cards Right* with an ordinary die (or the computer equivalent). The Speccy chooses a random number between 1 and 6, and it's your job to guess whether the next throw will be higher, lower or the same. If you bet correctly, you double the points at stake, up to a maximum 200. If not, you lose your stake. Alternatively you can cop out at any point and take the money. You'll bet, though, won't you? Yeah, course you will.

It's not exactly the most ambitious game I've ever seen, but that didn't stop me from battering away at it when I should've been doing something else (*We noticed! Ed*). I doubt it's got real staying power, but even so *Dizzy Dice* is a really fruity number at the price. And it's got to be the best one-armed bandit game around, BAR none! (*Groan. Ed*).

Graphics
Playability
Value for Money
Addictiveness
7





10th FRAME

US Gold/£8.99

Rick A-ha! (*Take On Me, eh? Ed*). I was nearly fooled by this one. But I soon sussed that *10th Frame* is neither a snooker game or a tomato growing simulation. In fact it's a worthy if not wow ten pin bowling lookalike.

You're given the option of Open or League bowling. The latter allows up to five teams of four players to play three games, all of which are statistically presented with an exact replica of a bowling scoresheet. Most people, though, will go for the Open Bowling allowing five games between up to eight individuals.

The screen splits between your score card and a representation of several alleys, though you can only use the middle one. You have lateral control of your bowler to give you some sort of aim. Most importantly you must learn how much pace and swerve (or hook) to put on the ball.

This is the real skill behind the game and you'll need a rapid touch on the fire button as the two guides to optimum hook and pace (one ascending, one descending) slide swiftly across the screen. You'll have to get to grips with this aiming caper if you're to get a strike or pick up on the spares. The diagrams of the various shots to practise so that you can cope with splits (when your pins are a long way apart) are very useful.

There are three levels of difficulty starting at kiddies, though this one's a waste of time as most people including the 'kiddies' will quickly graduate to the professional level.

10th Frame requires a lot of skill and is a pretty good simulation, though I found it frustrating waiting for the pins to be reset after each game. It's a shame really that the packaging looks so dull and dated 'cos there's a really good game in there trying to get out!

Graphics
Playability
Value for Money
Addictiveness
7

BUTCH HARD GUY

Advance/£7.95

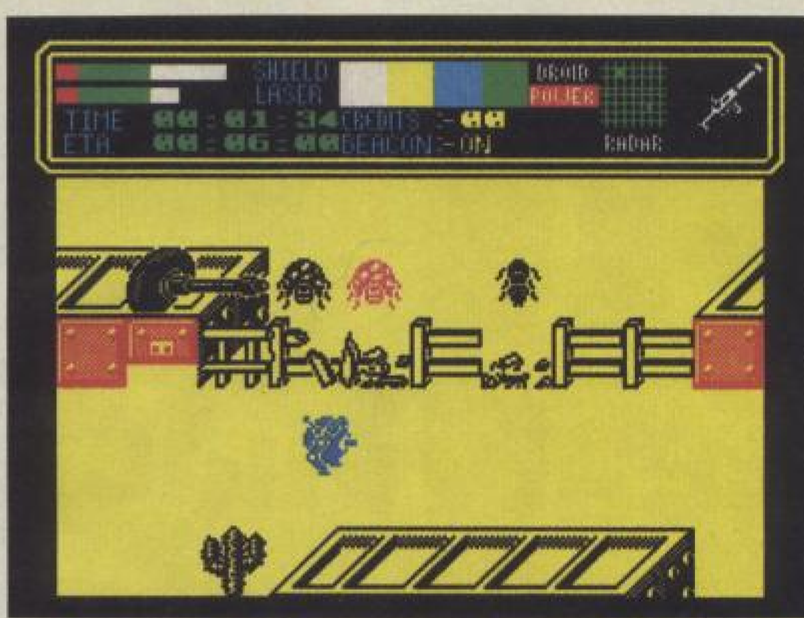
Rachael I did try to warn the Ed that if she gave this to me, I wouldn't be answerable for my puns. But she just shot me a withering look and told me I'd got a dirty mind. So here goes...

If there's one thing I like more than Butch Hard Guy it's a... (*Don't even start! Ed*). There's been a lot of wall to wall muscle in games recently — *Rambo, Cobra*... and that's just between their ears! Still, I don't like a man with many muscles.

Yes, when they made Stallone, they threw away the mould. Unluckily it bounced, got bent around a bit, and out of it sprung Butch, the sort of bodybuilder who fights the flab with a machete. His mission: to rescue trapped POWs.

However, when your opponent's the dastardly Dr Tie Fu, life's a bed of roses — full of pr... thorns. (*Was that another one? Ed*). These take the form of deadly but dumb robots, who're coated with

COLONY



Mastertronic/£1.99

Gwyn This is a classic case of the 'if only' syndrome — as in, 'if only they'd spent the time and that bit of extra effort, this could have been great.'

The idea's novel, at least. You control a service droid on an outer-space outpost, responsible for a multitude of tasks, from planting the mushrooms to summoning supplies. This would be a nice cushy number for your android Percy Thrower, if it wasn't for the dreaded alien plant pests.

Outer space may not be inhabited by little green men, but it's swarming with galactic greenfly... and ants, ladybirds and other mushroom-munching parasites. They're not even too choosy about their diet, so watch out for your solar panels! If they eat enough of those your bulbs won't even light, let alone grow (ho ho!)

To combat the menace, you can swop your green fingers for something far more deadly, but beware, because the laser runs down very fast, forcing constant trips back to an outhouse to recharge. You'll need to locate this pretty quickly among all the other buildings which contain seeds, solar panels, fences and traps.

You can hold four objects at once apart from your gun, so stock up with some of these basic supplies. That way, when you find that a beetle has nibbled through the barrier, you can replace it instantly. The strategy comes into play when you're forced to cut back on the size of the compound. As it shrinks, you grow less produce.

Now the whole thing becomes something like A-level Economics. You trade your mushrooms for further supplies with a visiting spacecraft, which you can summon at any time. But to get the best bits you need to have a good turnover, and that means you must maintain a healthy economy. So don't get into siege mentality too early!

Sounds fun, doesn't it, but what could have been a frantic exercise in land management is let down by a lack of playability. Objects must be placed precisely, which can make it extremely difficult to drop a fence when there's really no time to lose. Accuracy isn't helped by the sloppy pseudo-3D graphics. The playing area also feels wrong, as if there's too little on a single screen, and too much outside.

It's a pity, because at heart this is a clever arcade-cum-strategy game. But strangulation of the roots has stopped it blooming.

Graphics
Playability
Value for Money
Addictiveness
4

LOCO



Alligata/£1.99

Rick Alligata's latest romp is a split screen arcade based on an idea from an old Frank Sinatra movie. You must drive your train across enemy territory, taking on fuel along the way. And it's your job to blow up exploding handcarts as well as avoiding bombs dropped from passing planes and airships.

The lower screen is a map of rail lines (looking remarkably like my mother's varicose veins) which shows the dumps and where you must change the points to re-fuel. It also displays your position relative to the planes (which sneak up from behind) and the carts (which come head on). You repel the planes with smoke and the carts with steam.

Much of the information, though, is irrelevent, 'cos unless you've got the reflexes of a three-toed sloth both adversaries can be zapped on visual contact in the upper screen. In fact the enemy is so slow that simple manic thrashing of the joystick will allow you to zap everything in sight, maintain all your lives and get you through the five levels of difficulty.

Still, it is only aimed at nine year olds and above and it's great fun to pretend you're Casey Jones at the throttle. Well, I enjoyed it anyway.

Graphics
Playability
Value for Money
Addictiveness
6

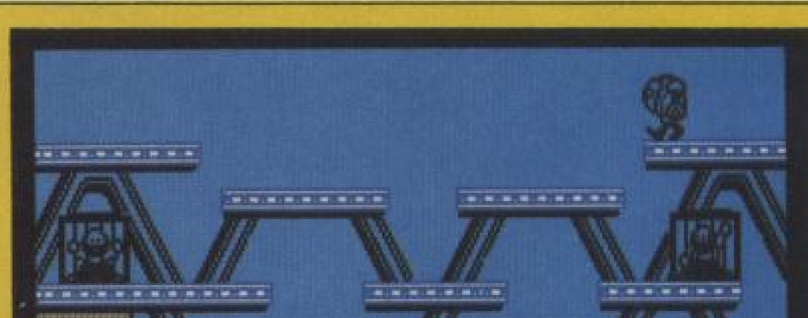
poison, apart from one crucial area, their... (*Watchit!! Ed*) midriffs. If Butch can punch them in the paunch, then deliver a balletic kick to the head, they'll wander off in a daze before blowing up.

But FU, (it's on the inlay. Honest!) has some other wily oriental tricks up his kimono, as you'll find during the twenty screens or so that make up *Butch*. (*And wouldn't we all like to make Butch? Rats! Now you've got me doing it. Ed*).

That is, if you stick with it, because when it comes to fighting with the big boys, I've a funny idea they're all kicking sand in Butchy's face. This is another platforms and massacres game, but lacking the *Green Beret* graphics or the *Cobra* complexities. There's not even any scrolling, as you tackle one static screen after another.

That said, it can be mildly addictive, especially when you kick open a cage, only to have the prisoner bump into a robot on his way to the exit and get slammed back in the slammer. But in the end, I have to conclude that *Hard Guy*'s really just... (*No, no, no! Even if it is a recognised medical complaint! Ed*).

Graphics
Playability
Value for Money
Addictiveness
7



Star Raid

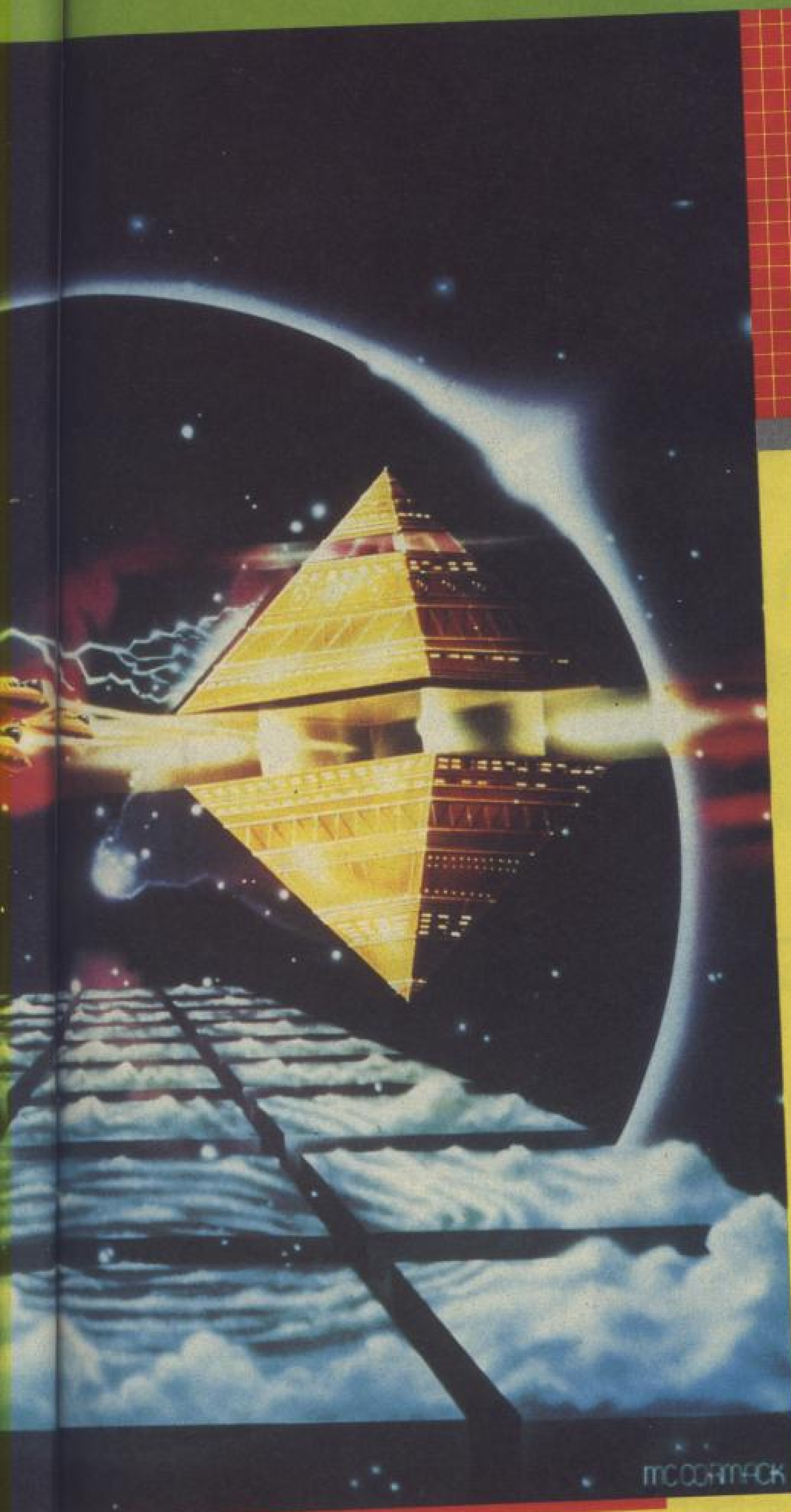
The Great Galactic Advent



lers II™

nture Continues

™ Star Raiders II is a trademark of the Atari Corporation.



The future of the Atarian Federation is in your hands as the evil Zylon Master, Chut, plans to destroy the Celos IV Star System. Pilot the hottest fighter in the galaxy, the Liberty Star and wipe out the Zylon Master Force and its super Attack Bases.

The sequel to the game that astounded the world STAR RAIDERS II™ will leave you stunned; there is simply no other game to compete with its sheer excellence.

AVAILABLE ON:

Amstrad CPC cassette	£9.99
Amstrad CPC disk	£14.99
Commodore 64/128 cassette	£9.99
Commodore 64/128 disk	£14.99
ZX Spectrum 48K/128K/+	£9.99

Electric Dreams

S O F T W A R E

ELECTRIC DREAMS SOFTWARE, 31 CARLTON CRESCENT, SOUTHAMPTON SO1 2EW. TEL: (0703) 229694.

Mail Order: 23 Pond Street, Hampstead, London NW3 2PN

GREYFELL

Starlight/£8.99

Rick There are more belly laughs than at Greyfriars and more thrills than at Greystoke Hall here, 'cos we're in the magical land of giggles and guffaws created by Ariolasoft in its latest arcade adventure — *Greyfell*.

As Norman the Wise (no, not Dame Edna's hubby — this one's a cat), your quest is to recover the orb of life from Mauron the Evil One (*Shouldn't that be Moron? Ed*) bringing peace and love back to the land, hey like wow, man! Norm may be full of wisdom but he's a gormless chap who begins the game legless as he falls out of the pub! This may account for his peculiar on-screen movement, but then again it may not! So, Norm the Gorm needs help (don't we all) from the various good guys scattered around the land of Greyfell.

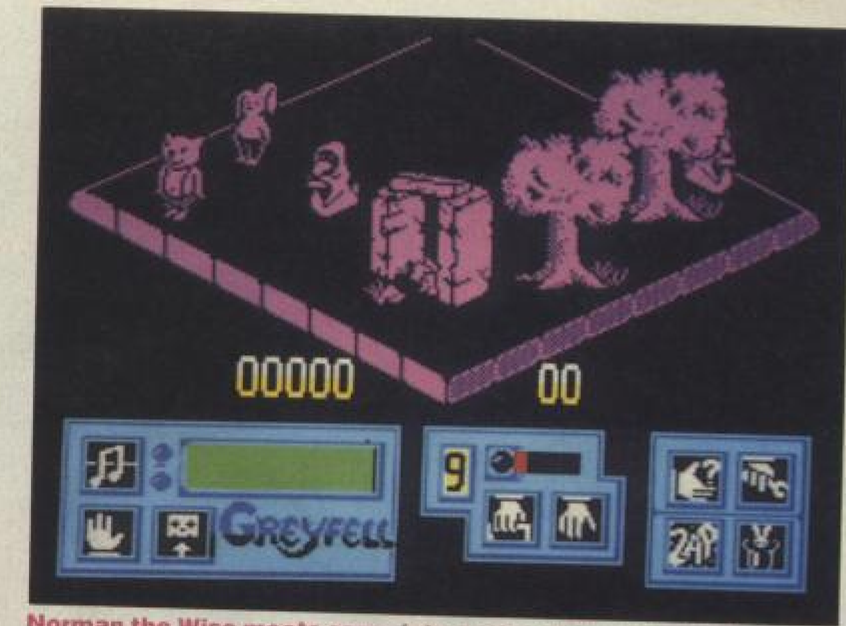
Once he's found these illustrious heroes, like the Wizard, Blotto the drunken rabbit (is this game licensed I wonder?), and Willy the Pig (he's a policemen) they'll give Norm clues to the orb's whereabouts. But by this time he's in need of a drink himself to understand the gobble-degook they speak!

But, of course, no adventure is worth its magic salt without its legion of nasties roaming about, and roam they do. There are rats, who get everywhere you want to go, especially the caves. Killer tomatoes and wicked wolves are also ready to pounce, and there are dragons, cat-killing flora, minotaurs and crocodiles to contend with — all before the final confrontation with Mauron the skeletal overlord. Phew!

Most meanies can be vanquished arcade style — run, hide or zap (our Norm packs a mean punch). You've also got a bevy of icon-driven spells at your disposal while on-screen monitors measure your stamina rating (on a baked bean tin!) and your score, which can be upped by rolling around in the right plants?! Even so, you'll be struggling to keep your nine feline lives.

Survival's only half the story, though. Certain key objects (notice the clue) must be found then swopped with the Heroes' goodies before you can hope to succeed...but now I'm telling you the plot!

Super zealous adventurers might say *Greyfell*'s too heavy on the laffs and not heavy enough on the magic but I reckon it's brilliant. It's true the icons are a bit scrunched up but otherwise it's a bundle of fun and well above the Norm!



Norman the Wise meets some interesting characters in the forest, including a rat (which he really should get around to killing) and Blotto the drunk rabbit, to whom you should give a carrot (if you can find one!) Watch out for the rat lurking behind the tree on the right!



Here's Norman inside one of the huts. Really there's not a lot of point him sticking around — if he tries to get over those pointy jobs, his only possible destiny is certain doom. And he should be careful of the floor panel near the door — it'll launch him in the air, towards the pointies and more doom. So go back the way you came, Norm!

Graphics
Playability
Value for Money
Addictiveness
8

BAZOOKA BILL

Melbourne House/£8.95

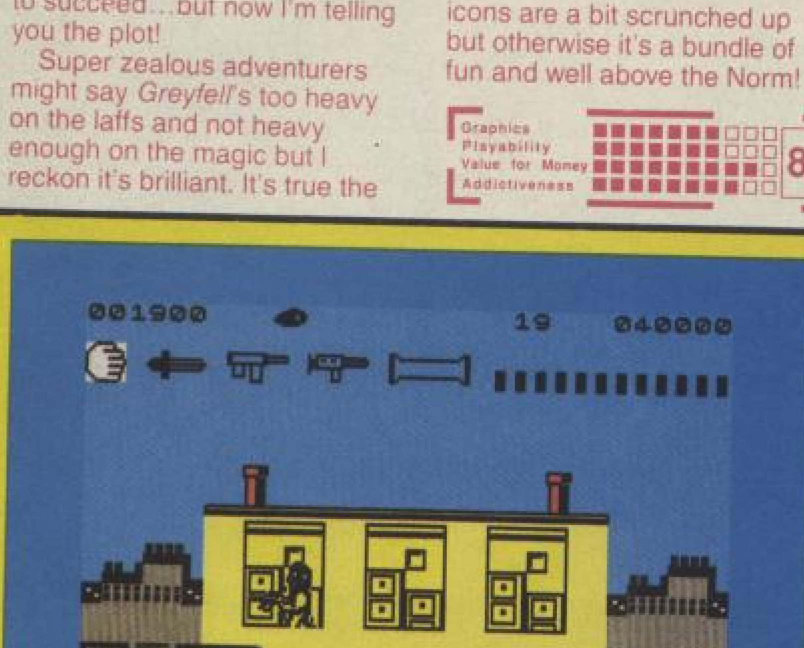
Rick *Bazooka Bill* is a multi-screen arcade shoot 'em up aimed at the weeny Rambo-ette end of the market. Your mission, virtually impossible, is to singlehandedly rescue General MacArthur from the heavily armed (but remarkably stupid) revolutionaries.

You begin unarmed, but being in the Ninja class of hand to hand combat, this is no great disadvantage. You've lateral control over Bill and can negotiate a variety of ladders. These rungs of destiny have two purposes — the obvious one, and, how's this for cheapskate evasion of 3D effects, they also act as corners. Yup, climbing some of these ladders takes you into different parts of town. Well, saves getting the bus, I s'pose.

Along the way you'll be constantly beset by lemming-like revos who insist on throwing themselves against your fists. As you slay your way round town you can pick up knives, machine guns and the obligatory bazooka to add to your deadly toy collection. As you run out of ammo for each weapon Bazooka Bill automatically adapts to use the next weapon available to him.

Ignoring the whole questionable premise of the game, *Bazooka Bill*'s main problem is, quite simply, his utter tedium. There's a limit to just how much bloodshed is entertaining, especially when background graphics are plain, manoeuvrability limited, tactics zero and resourcefulness required minimal. I reckon this one should be renamed *Bazooka Bilge*! But you might like it!

Graphics
Playability
Value for Money
Addictiveness
4



CHOP FUEY!

Get a fistful, well, 75 copies anyway, of the stunning... oof!...*Fist II*! (If that's how you get your kicks...)

Hhheeeeeeeeeee-yyyyyaaaahhhhh! (Thwack! Argh!) Take that, you fiendish villain... and stop squinting at me... Thwack... kerpow... splat! Oof! And this too... crack, splunk... arrggh! Hyah! (Crack! Grunt.) There, that's sorted him out.

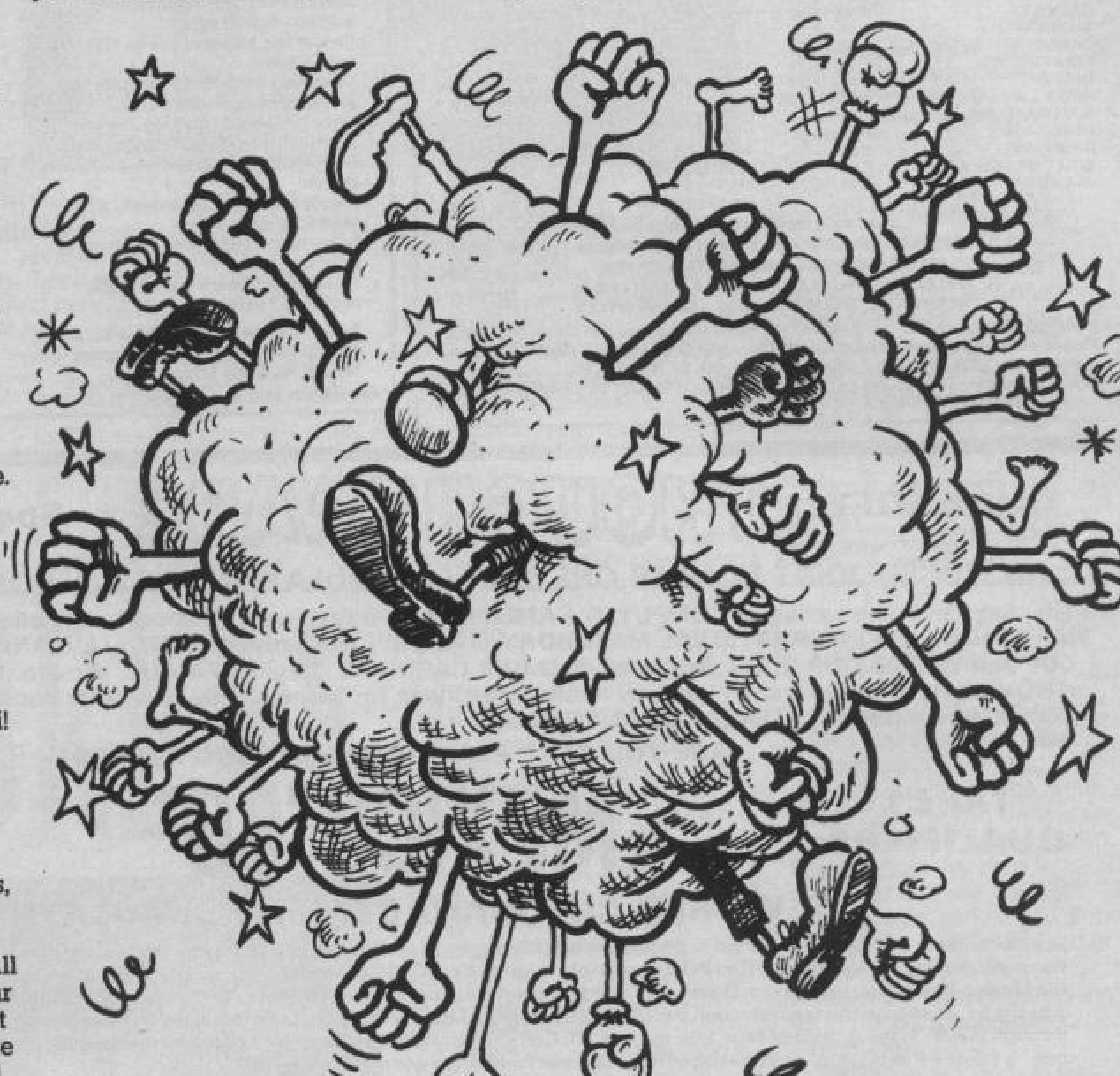
Sorry about that! I had to finish off that chappie to give myself a minute to talk to you about this compo. And what a compo it is. 75 copies of the most sought after game in the history of Kung-fu, Karate, Ju-Jitsu, (and many many other makes of Japanese motor-cycle) – *Fist II*, from Melbourne House!

Who am I? Oh, pardon me. I'm the bloke from *Way Of The Exploding Fist*. And I thought I'd be the best person to come along and sock it to you, this real humdinger of a compo I mean! Oh no, here comes another one. Hang on a tick... Hyah! Ooowahh! Shiiii! Hhwwaahh! Yah! (Bam!) Yah! (Crunch!) Ah! (Splat!) Yah! (Splinter. Groan!) Phew! I must say I can really use this workout. Okay, where was I? Oh, yes, this really punchy compo.

It's so simple, even Grasshopper could do it. All you've got to do, using your skill and judgement, is cast your eyes over the man-size punch up on this page and count the fists. Yep, that's it! Easy innit?

Using your strength rip out the coupon (or a photocopy) along the dotted line (ah so, without tearing the paper, Grasshopper) and if you can do so in a straight line, with no little bits of paper fluff, I might just let you enter the compo... Oh, okay, you can enter even if you don't. Send the ripped and messy coupon to:

Aieeeeeeeeeee yaaaahhhhh shhhiiiiii yaaahhh hoooooowwww wahhh chhiiii haaah! Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



Rules

All the honourable Sportscene dynasty and coolies from the honourable Melbourne House Chinese laundry are not permitted to enter this compo.

Kick your entries off to us before April 30th 1987, or else! Hee yahh! (Whap!) And hurry up about it!

Oh yes, and no chatting to the Ed about this, 'cos she's meditating, and she gets very ratty if you disturb her.

Illustration: Nick Davies

I've spotted .... illustrious honourable fists!

Name ....

Address ....

....

.... **Postcode** ....

GOEL COMPUTER SERVICES

45 BOSTON ROAD, LONDON W7 3SH TEL: 01-579 6133

THE COMPLETE COMPUTER SHOP

	RRP	PRICE
A.C.E.	9.95	7.25
ACADEMY	8.95	6.60
ACE OF ACES	8.99	6.60
ACROJET	9.99	7.30
AGENT ORANGE	8.95	6.60
ANIMATOR 1	9.95	7.25
ARTIST 2	14.95	11.25
AVENGER	9.95	7.25
BAZOOKA BILL	8.95	6.60
BIG FOUR	9.95	7.25
BRIAN CLOUGH FOOTBALL	14.95	11.25
BUTCH HARD GUY	7.95	5.75
CITY SLICKER	8.95	6.60
COBRA	7.95	5.75
COIN-OP HITS	9.95	7.25
COL. CHESS 4.0	9.95	7.25
COLOSSUS BRIDGE	11.95	9.00
DANDY	7.99	5.75
DARK SCEPTRE	9.95	7.25
DEEP STRIKE	9.95	7.25
DESERT RATS	9.95	7.25
DONKEY KONG	7.95	5.75
DOUBLE TAKE	7.95	5.75
DRAGON'S LAIR	7.95	5.75
EASTENDERS	9.95	7.25
ENDURO RACER	9.95	7.25
FIST 2	8.95	6.60
FIVE STAR GAMES	9.95	7.25
FOOTBALLER OF THE YEAR	7.95	5.75
GAUNTLET	8.99	6.60
GLIDER RIDER	8.95	6.60
GRAPHIC ADV. CREATOR	22.50	17.50
GREAT ESCAPE	7.95	5.75
HACKER 2	9.95	7.25
HITS 3	9.95	7.25
IKARI WARRIORS	8.95	6.60
IMPOSSABALL	8.95	6.60
INHERITANCE	9.95	7.25
INTO THE EAGLE'S NEST	9.95	7.25
JAIL BREAK	7.95	5.75

	RRP	PRICE
JEWELS OF DARKNESS	14.95	11.25
JUDGE DREDD	8.95	6.60
KAYLETH	9.95	7.25
KNIGHT ORC	14.95	11.25
KONAMI'S GOLF	7.95	5.75
LEADERBOARD	8.95	6.60
LEGEND OF KAGE	7.95	5.75
LITTLE COMP. PEOPLE (128)	9.95	7.25
MERCENARY	9.95	7.25
NAPOLEAN AT WAR	8.95	6.60
NEMESIS	9.95	7.25
PAPERBOY	7.95	5.75
QUAZATRON	8.99	5.00
RANARAMA	7.95	5.75
REVOLUTION	8.95	5.00
SCALEXTRIC	9.95	7.25
SCOOBY DOO	7.95	5.75
SHADOW SKIMMER	7.95	5.80
SILICON DREAMS	14.95	11.25
SOLD A MILLION 3	9.95	7.25
SPACE HARRIER	7.95	5.75
STARGLIDER	14.95	11.25
SUPER SOCCER	7.95	5.75
T.T. RACERS	9.95	7.25
TERRA CRESTA	7.95	5.75
THANATOSS	9.95	7.25
THE HIVE	9.95	7.25
THEATRE EUROPE	9.95	7.25
THEIR FINEST HOUR	9.95	7.25
THEY CALL ME TROOPER (128K)	8.95	6.60
TOP GUN	7.95	5.75
TRAPDOOR	7.95	5.75
TRIVIAL PURSUIT	14.95	11.25
ULTIMATE 1	9.99	7.30
ULTIMATE 2	9.99	7.30
VULCAN	9.95	7.25
W.A.R.	7.95	5.75
WORLD GAMES	8.95	6.60
XEVIOUS	7.99	5.75
YIE AR KUNG FU-2	7.95	5.75

BRING AD TO SHOP FOR THESE PRICES
FOR USA CARD HOLDERS – YOU CAN NOW ORDER BY PHONE
ANY OCP +80 BUSINESS PROGRAM £19.95 FOR £9.95
BEST BACK-UP UTILITY R.R.P. £39.95 + P.P. FOR ONLY £38.00
WE REPAIR ALL TYPES OF COMPUTERS – CALL FOR DETAILS

If the game you want is not included in the list above, we can order it for you. Please include a second choice. Cash/Cheque/P.O. payable to **Goel Computer Services**, for RRP £9.95 @ 7.25, £8.95 @ 6.60, £7.95 @ 5.75. Add 75p for overseas orders per tape. Or send 30p for List (refundable on first order). **POST TO DEPT MY.**

DATA-SKIP PRESENTS:





These are all real Spectrum screen-shots!

VIDEOFACE

With the Videoface you can transfer television pictures into Spectrum SCREENS. With this SCREENS you can do whatever you like. You can LOAD them into a drawing program or make hardcopies on a printer (see examples)
For the Videoface a video-out signal is needed so you can use a video recorder, camera or scart-television.
You can even use another computer as a transmitter. What would you think of a Commodore screen in your Spec??
The Videoface scans continuously and because of it's speed, it appears you're watching a digitised movie!
The Videoface produces a high-res 256 x 192 x 4 bit screen.
The software is fully menudriven and is Beta and microdrive-compatible.
Slice adjustable while scanning. Always stores the latest six screens for animations!
The Videoface digitieses a picture in 0.27 seconds!
And you can use it for fun, computer art or professional aims
So why hesitate? Rush to the mailbox and order now!
The Data-Skip Videoface digitiser is £69, incuding P&P and VAT.

Trade enquiries welcome, please contact us: (0) 1820-20581 Data-Skip, L. Willemsteeg 10, 2801 WC Gouda, Holland

*Also available from Romantic Robot 01 625 9463

DIGITISER



DATASKIP DIGITISER £69
HFL £249+£1 FOR P+P

SEIKO RC-1000 WRIST TERMINAL FOR SPECTRUM (WITH INTERFACE 1) + SINCLAIR QL.
STORES 2K OF DATA, FOR EXAMPLE — ADDRESSES AND TELEPHONE NUMBERS — ALSO EXTENSIVE ALARM FACILTIES. **£49** INCLUDING WATCH, CABLES AND SOFTWARE (LIMITED STOCK)
Micro Connection (Belgium)
ABC (Germany)

QUAL-SOFT # THOUGHTWARE **Sports simulations**

ADJUDGED JOINT NUMBER ONE SOCCER SIMULATION FOR ALL HOME COMPUTERS.

The June and July issues of COMPUTER GAMER magazine reviewed 16 soccer simulations, including Ocean's MATCHDAY and INTERNATIONAL MATCHDAY (128K SP), Addictives FOOTBALL MANAGER, Artic's WORLD CUP and WORLD CUP 2, US Gold's WORLD CUP CARNIVAL, Virgin's FA CUP, etc etc. MEXICO '86 was given a NOVA overall rating and 5 "planets" from 5 for Value for Money. Only one other game could equal this, Commodore's classic INTERNATIONAL SOCCER.

ARE YOU STILL PLAYING THE SECOND RATERS?

TAPE 1 QUALIFIERS

MEXICO '86*

TAPE 2 FINALS

A WORLD CUP MANAGEMENT SIMULATION

On June 22nd, 1986, England's bid to become World Champions for the next four years came to an end in the Azteca stadium, Mexico City. How well did Bobby Robson do? Can YOU outperform him? MEXICO '86 gives YOU charge of the England team two years before the start of the Mexico finals. You must experiment with a demoralised squad who failed to qualify for the European Nations' Cup, drafting in players as you see fit, and nurse the team through the Qualifying stages of the World Cup. If you qualify, you must choose your squad for Mexico, play through Phase 1, the groups of four, into the last 16. Can you now take England two stages further than Bobby Robson and then win the big one? It takes a thorough understanding of International Football to win in MEXICO '86.

ENGLAND'S GAMES: FULL PITCH, 22 MAN, 3D GRAPHICS & SOUND EFFECTS

QUAL-SOFT comments: With 5 levels of play, 12 depths of sophistication, and "fun" graphics, this game can be enjoyed by an 8 year old youngster as a "fun" game, and by the most sophisticated as a tactical/strategy challenge of the highest order.

PACKAGE: Tape 1 plus Tape 2 plus 20 Page Manual in Dual Library Case. Only **£9.95** *(90K RAM usage. Some would call this a MEGAGAME.* YES IT WILL RUN ON YOUR 48k and 128k SPECTRUM.

QUALSOFT GUARANTEE: Sent by 1ST CLASS POST on the day the order with P.O., Cheque, Access payment is received.

Telephone Access orders accepted.

*** The use of the name MEXICO '86 does not imply any association with FIFA**

QUAL-SOFT
Dept. YS
18 Hazelmere Road,
Stevenage, Herts. SG2 8RX
Tel: 0438 721936

Please supply:
MEXICO '86
48K/128/+2
SPECTRUM

Name: ....
Address: ....
....
Access No. (if applicable) ....

FEUD

Bulldog/£1.99

Rachael Deep in the forest, something stirred. The situation was at boiling point. Two wizards had got into a stew and put the villagers into a right old pickle. Simmer down, I'll soon get over these half-baked, oven-ready pans — sorry, puns, ch(i)ef.

Learic and Leanoric are involved in a spelling contest — using real spells! — so they'll need lots of herbs to give them power. Now the yokels don't mind the fireballs and lightning flashes — after all, they've got that nuclear power station just down the coast — but the absence of herbs has made their cooking terribly bland.

Still, culinary considerations mean nothing to L 'n' L as they proceed to give each other 'ell. They wander high and low, and even round in circles, because one side of the village links up with the other, which must make navigating tricky for tourists who're just passing through.

But you'll be clever enough to make a map, won't you, because this is an a-maze-ing place and the screen flips make getting lost simplicity itself! Every second counts, so you'll need to know where your cauldron lies when you get a pair of herbs to work that old black magic!

You can only mix spells to add to your spell book at your very own pot, so rush back there to arm yourself. Stand above it and press fire and hey presto, you've got the force. Spell selection is clever too. Use right and left with fire pressed to scroll through the list, then release fire to activate.

Once you think you're well-enough armed, you can go looking for Leanoric, and don't dawdle because he'll also come after you, and he has a trick up his sleeve that you've not perfected — he can teleport to your vicinity.

There's quite a lot of strategy involved, even once you've got the map of where to find the herbs. You have to create certain spells almost immediately to stand any chance of success. It's not giving too much away to suggest that you make Teleport a priority.

The game may appear rather slow, because much of the time you're wandering alone through the beautifully drawn country-side. But the race for herbs soon becomes tense, particularly when you find yourself and your arch-rival in the same screen, chasing for a bloom! A clever piece of arcade strategy, at a budget price, and that's feud for thought!



The all important spell scroll scrolls away here. Ingredients that you've obtained appear in red, as do spells that you actually possess.

Villagers wander around their houses and along the highways. But could they be more than mere decoration? Only experimentation with spells will tell.

Locked in combat at last. The action freezes while you choose a spell, which gives you a chance to set up quite complex sequences. I favour Freeze followed by my missile attack, but casting Protect can be useful in a duel.

Ever had a day when you felt like sinking into the ground? That's what happens to the opponents as they lose strength. Use this to find out whether Leanoric has a Heal spell. If he has, he'll suddenly shoot up again after that zapping you gave him!

Finding Leanoric should be no problem. The compass contains a primitive form of radar, and the illuminated direction leads to the fiend!

Graphics / Playability / Value for Money / Addictiveness — 8

JAILBREAK

Konami/£8.95

Gwyn Pee-oww! Pee-oww! Akka-akka-akka! Emergency! Jail break! The warden has been taken hostage! Along with half the town. Quick — give that PC a pistol. This is no time for community policing!

If the arcade King was ever crowned, Konami would be a sure front-runner. It's no stranger to our Spectrum's, either, with conversions courtesy of Ocean and the rest. But now the company's got it together and started its own software label.

Jail Break's a test of frantic firepower as your sole cop strolls along the mean streets, picking off escapees and picking up hostages, for which he gets extra weapons.

But one shot wrong and your arsenal's slimmed back down to your shooter. The public doesn't take kindly to the accidental annihilation of cute little old ladies, the lily-livered crew. You'd think they'd never seen a Dirty Harry movie!

The extra armoury consists of a rocket gun, which is a pocket weapon — if you've got very large pockets! — and tear gas bombs. What with the criminals building barricades and taking hostages in buildings as well as on the streets, you'll need both of these to reach the warden.

This could provide a few hours of innocent, bloody amusement, but for the fact that the conversion isn't quite good enough — it lacks polish. For instance, there's a character who sometimes appears from behind you at the start, who's almost impossible to avoid — and there are few things more annoying than the ISDS (Initial Sudden Death Syndrome).

There also appears to be some confusion in the collision detection. You may think you're going to slide by that savage brute, but the computer says not. If only your cop moved a little faster, you could get out of the way, but he doesn't appear to be in a hurry.

Konami has lots of great games to draw on, and is sure to get it right in the future, but this gets shot-down by the opposition.



The first barricade. If you haven't got the rocket gun, hang about here (it's a fairly safe place) until a hostage wanders by. Then blast out the oil drums, followed by the men as they appear from their manholes. You can only get the top two from the side, then firing straight down will clear the third.

Graphics / Playability / Value for Money / Addictiveness — 6

VULCAN

CCS/£9.95

Gwyn CCS has redeemed itself after *Gallipoli*, which was court-martialed for failing to reach the wargame specialist's usual high standards. No silly arcade sequences in this one. RT Smith, who's already brought us *Arnhem* and *Desert Rats*, has produced yet another good, solid simulation.

The Tunisian campaign of 1942/3, from the first dramatic dash to control Tunis by the Allies to the defeat of the Axis armies, presents some classic problems for the Spectrum commander. Many of these are concerned with terrain. Taking to the roads is the quickest way to travel, but leaves your forces vulnerable. If you choose a mountainous route, you can dig in when attacked, but the trek across Africa will take forever!

There's also the question of supply. If an enemy unit interrupts the lines between a unit and its HQ, it will quickly run out of equipment, and soon after, strength! As all units exert a zone of control, through which a line of supply cannot be traced, you have to guard your rear while trying to cut off the Nazis.

The other major landscape-related problem is that in this rough terrain, it's difficult to identify enemy units. In fact, unless you choose otherwise, you won't see any Axis forces until they're right next to you! The only way to avoid this sort of shock is to use your airpower wisely. If you don't actually need them for an attack, sending planes up will give you a reconnaissance report. That way you can be prepared for the ambush that lies ahead.

The control system is elegant, but with one or two minor loose ends. Units are commanded via a cursor and menu, moving over a large, scrolling map. The rough edges appear where some menu prompts aren't quite as helpful as they could be, but a proper reading of the 32 page rule booklet first should answer any problems.

There are the usual one or two player options, plus a save game feature, and the chance to turn a two player battle into a solo venture, with the computer taking either side. This is particularly useful as the estimated playing time for the whole campaign is eight to 16 hours! Don't worry though — there are mini-scenarios which can be played in under an hour and still provide a stiff challenge.

In addition, 128 owners get an expanded *Vulcan* on side two, which includes an optional debriefing report at the end of each turn. This is a useful way of keeping up with how successful your strategies have been. You also have the chance to indulge in the military historian's favourite pastime — what if... What if the Axis had controlled Malta, for example? This is a chance to put those imponderables to the test.

Vulcan is probably not a program for wargame novices, but anybody who enjoys tough tactical problems should find it something to get their teeth into

Run for the hills. Use the Tunisian terrain to your advantage, so you can dig in on a mountain top or attack from behind a river or wadi for attack and defence bonuses.

Just like the Nazis! They've surrounded Tunis with fortified units, and unless you sent up a reconnaissance flight, Jerry's sudden appearance will have taken you by surprise. Good thing you dug in then.

Lovely weather today, but don't go sunbathing. This means that flying is possible but rain and mud can also be used tactically to strengthen your combat aids. This window also displays the date.



All units have an ID, which is important when tracing lines of supply. Independent units can be supplied by any HQ. This box also warns you when more than one unit occupies a space.

Tunis, primary target in the first scenario. But don't neglect the collection of towns and airfields on the way to rake up those victory points, even if you don't take the capital itself.

Here's the main information window showing the menu, or in this case, a report on the current unit. Everything looks good at this stage with high morale and a tick to indicate that it's capable of receiving supplies.

Graphics / Playability / Value for Money / Addictiveness — **7**

TRANSMUTER

Codemasters/£1.99

Gwyn It's down the tube again and . . . hang on, haven't I been here before? Yes, of course I have, because this is none other than *Scramble* scrambled into a slightly new format and bunged out at a budget price.



Nothing wrong with re-doing this golden oldie though, because while the straight space shoot 'em ups have their attractions, there's nothing like flying through caves as well to get the adrenalin flowing.

The secret of *Scramble* is that you have limited space behind you for deceleration, as the screen scrolls ever onward. In crowded areas you may find you have to zap everything, then position yourself for that narrow gap at the end of the tunnel if you're not going to prang your ship on a stalactite.

Transmuter is a bit of a mixed bag though. It begins brilliantly, with music that sounds just like Rob Hubbard's heavy pomp rock. But somehow the game doesn't run quite fast enough to get the real sense of danger that a dedicated scrambler demands. The graphics are okay-ish — imaginatively drawn, but with some irritating sprite flicker.

That said, *Transmuter* adds a novel feature to its inspiration. You can trade in points for extra features, such as bombs, lasers, more speed and shields. These are selected with a keypress, as they flash below the playing area. But beware because moving, hitting fire and selecting simultaneously isn't just a handful — it sends you back to the start!

Still, *Transmuter* is a reasonably addictive budget blaster with a smidgin of strategy. At this price you shouldn't be disappointed.

Graphics / Playability / Value for Money / Addictiveness — **6**

Mikro-Gen

AHEAD OF ITS TIME

AMSTRAD
COMMODORE
SPECTRUM

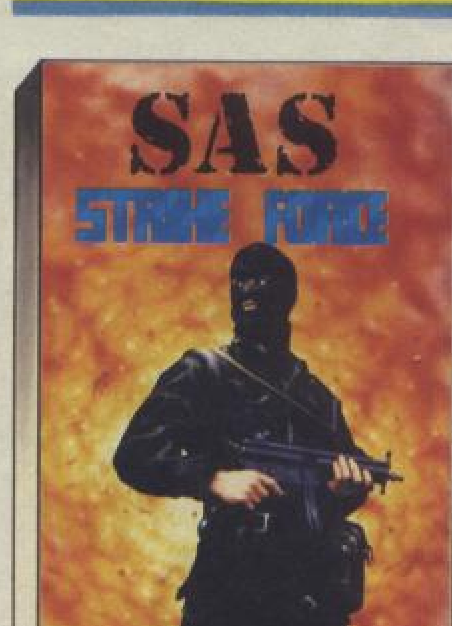
CLASSIC COLLECTION

New from Mikro-Gen, the exclusive Classic Collection offers four superb games in one. Guaranteed to give hours and hours of play.



Classic Collection 1 available on Spectrum and Amstrad.
Classic Collection 2 available on Commodore.
Both contain a four-pack of top selling Mikro-Gen games including the classics Pyjamarama and Witch's Cauldron.

Amstrad	Cassette	**£9.95**
	Disk	**£13.95**
Spectrum	Cassette	**£9.95**
Commodore	Cassette	**£9.95**
	Disk	**£13.95**



SAS STRIKE FORCE
Join forces with the country's elite team of marksmen and pit your wits against the terrorists. This game is not for the fainthearted. Only the best will succeed.

Amstrad	Cassette	**£9.95**
	Disk	**£13.95**
Spectrum	Cassette	**£9.95**

NOW ON COMMODORE 64



FROST BYTE
By popular request, now available on Commodore 64. Frost Byte is an eery game of monsters and caverns. Something to get your teeth into – if you can stand the danger.

Commodore	Cassette	**£9.95**
	Disk	**£13.95**

Available from all good software stores now. Look out for the distinctive pack.

Mikro-Gen

AHEAD OF ITS TIME

Mikro-Gen Software
44 The Broadway
Bracknell, Berkshire
Telephone 0344 427317

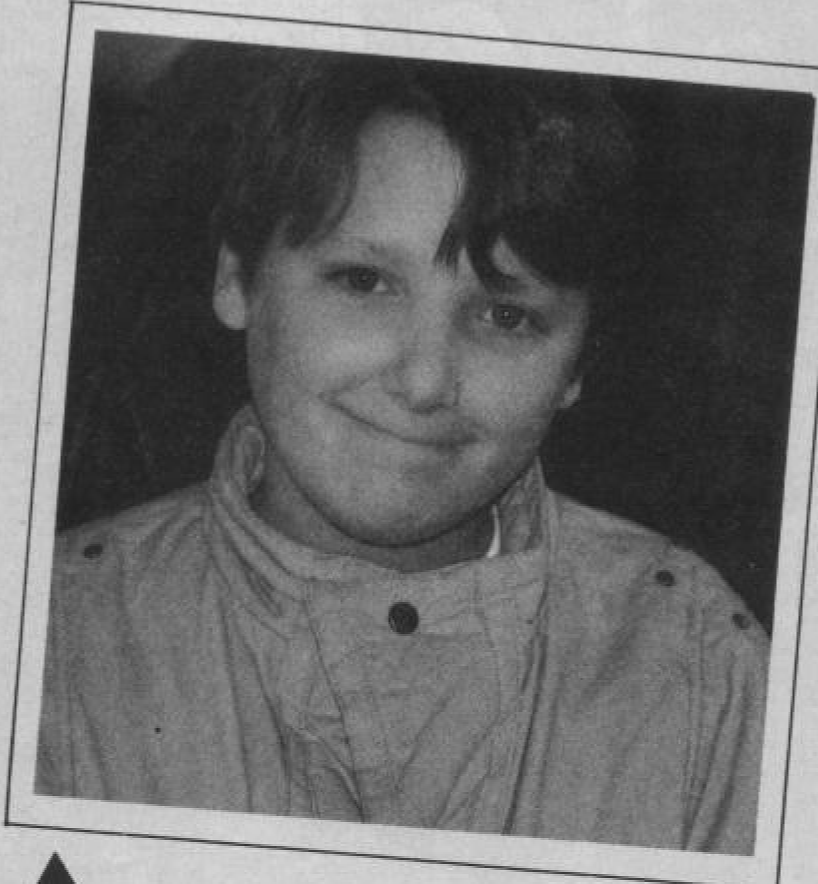

KONAMI'S
COIN-OP HITS
FIVE
GREAT ARCADE
GAMES FOR THE
PRICE OF ONE
Voted...."BEST COMPILATION OF THE YEAR"
HYPER SPORTS
Konami
GREEN BERET
Konami
Yie Ar KUNG-FU
Konami
Mikie
NOT INCLUDED FOR THE C16
Konami
PING PONG
NOT INCLUDED FOR THE BBC MICRO
Konami
KONAMI COIN-OP HITS
SPECTRUM·COMMODORE·AMSTRAD·C16·BBC
CASSETTE
£9·95
TWIN CASSETTE PACK
DISK
14·95
Screen shots taken from various computer formats
Imagine
..the name of the game
Imagine Software (1984) Limited, 6 Central Street, Manchester M2 5NS. Telephone: 061-834 3939 Telex: 669977.
Distributed in France by Ocean France. Telephone: 93-42-7144. Distributed in Germany by Rushware. Telephone: 2101-70040.


JACK THE NIPPER
CD 2-87
TYPICAL PARENTS! THEY HOLD A PARTY IN MY OWN LIVING ROOM, AND I'M NOT INVITED! WE'LL SOON SEE ABOUT THAT!
THAT SHOULD GET ME INTO THE SPIRIT OF THINGS...
WHISKY
SOON...
YOU KNOW, THIS MIGHT NOT TURN OUT TO BE SUCH A DULL PARTY AFTER ALL...
I TRY NEVER TO DRINK ON AN EMPTY STOMACH. AND BESIDES, I'M ABOUT DUE A FEED...
EEK!! THERE'S A HAND AMONG THE COCKTAIL SAUSAGES!
WELL I NEVER! JACK, YOU'RE A VERY NAUGHTY BOY! YOU SHOULD BE IN BED, YOU LITTLE DEVIL!
OKAY, OKAY. IT'S A FAIR COP. I'LL COME QUIETLY.
NOW LET THIS BE A LESSON TO YOU!
WACK!!
YOU KNOW, IF I WAS HALF HIS SIZE I'D...
LATER
HOW DO THEY EXPECT ME TO SLEEP WITH THAT RACKET GOING ON?!
MUSIC I DON'T MIND... BUT BARRY MANILOW?!?
TIME TO PUT PLAN 'B' INTO OPERATION
TEE HEE HEE!
SHORTLY
JACK! ARE YOU OUT OF BED AGAIN?
GA GA! WAAAA!!!
THE POOR DEAR.. HE JUST WANTED HIS BOTTLE
ISN'T HE A DARLING.
SO SWEET!
GLUG! GLUG!! GLUG!!!
ARRRR!! WHO'S A PRETTY BOY EH? COOCHY COOCHY COOO! GA GA GOO GOO!
ODD! WE SEEM TO HAVE FINISHED THE WHISKY.
G-G-G-GA GA GOOO! C-C-COOCHY COOOO!! HIC!
JUST LOOK AT THOSE EYES! WHAT A LOVELY LITTLE CHILD.

Vox on the

SCOOP! "*Micro Live* is boring!" says YS.

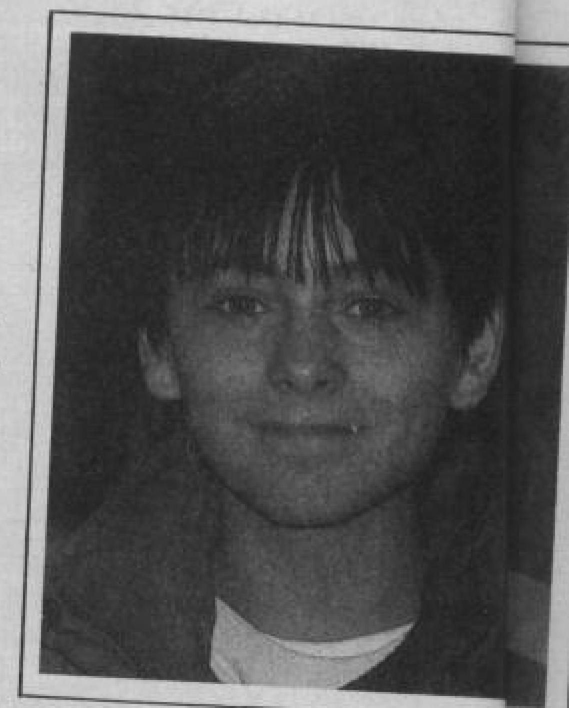
Why is telly coverage of computers, especially the Spectrum, so poor? Do producers think that computer games are too frivolous? Is it because they're past it? Has *Saturday Superstore* really got two computers that it can't use on TV? Do *you* think *Micro Live* is boring? Are there too many questions in this intro? We sent our investigative photographic newshound (woof) and hard nosed reporters out on the streets to find out what's going wrong... well, we asked *Phil South* to mosey on up the road with his camera, anyway...



Okie dokie! The first man to stick his nose into my lens was **Philip O'Gara**, 14½ (Don't forget the half!), from Stevenage, Herts. Okay, let's go! ***Fave computer programmes:*** *Micro Live, First Class.* "I think they're very good. I like anything about computers, especially the way they're presented. I definitely think there should be more computer programmes though!" ***Who'd make a bad presenter:*** Tom O'Connor. "Especially if it was live!" ***What about computers on the radio:*** "I keep mine under my bed!" ***No, seriously.*** "I don't get a chance. My mum and dad are always listening to Radio 2! ***Have you been on TV:*** "No... but I was in the local newspaper once, for doing fund-raising jumble sales for the local hospital". ***Fave TV shows:*** *Bergerac (Cor, sexy John Nettles! T'zer), Tomorrow's World and EastEnders.*

Hello? Who's this rugged looking chap? Oh, it's **John** "spell it with two t's this time!" **Marriott**, 14, from sunny Islington. Okay, what's the hot poop, big yin? ***Fave computer programmes:*** *First Class, Tomorrow's World.* "But they're not all that good and there's not enough of them." ***Worst computer programme:*** "Micro Live" ***Have you ever been on TV:*** "Er... I was on *Multicoloured Swapshop* once... Oh, and something happened down our road a while back so I was on the news. I stuck my head in shot and waved..." Oh that was you was it? ***Fave TV shows:*** *Filthy, Rich And Catflap, EastEnders.* ***What would your ideal programme about computers contain:*** A lot more general information, and reviews of games. ***Who'd make a good presenter:*** "Me!" (Hmm.) ***Worst presenter:*** Terry Wogan.





"**Darren Salter**, 15, from Leytonstone." ***Okay, wiseguy, what's your fave TV computer programme:*** *Micro Live.* "It doesn't cover software, though. I think there should be more programmes on software." ***Who'd make a good presenter:*** Kenny Everett. ***Worst presenter:*** Selina Scott. ***Do you listen to programmes about computers on local radio:*** No. "Can't find 'em on me tranny." ***Fave TV show:*** *EastEnders.* ***What would your ideal programme about computers contain:*** Utilities, games and educational stuff. "And latest news on what's happening. There's not enough of that!"

Radio and TV Times

Have you got square eyes? Well, take your glasses off and stock up on those TV dinners 'cos it's five to five and it's...

Tomorrow's World — *BBC1 Thursday 8-8.30pm*
General science programme, though it does cover computers.

Micro Live — *BBC2 Saturday 6.15-6.45pm*
Covers information technology rather than computers specifically. Uses BBC's to demonstrate techniques.

Saturday Superstore — *BBC1 Saturday 9-12.15am*
Has an irregular computing spot with games reviews and the top ten.

Whatever Next — *BBC TV Coming soon*
A new series that deals with computers and artificial intelligence.

The Education Programme — *BBC TV Coming soon*
Replaces *Micro Live*, though it's more concerned with computers at work than information technology.

Inside Information — *Radio 4 Sunday 4-4.30pm*
General course on information technology, though it finishes soon.

Global Village — *Radio 4 Coming soon*
On air in the near future, it'll cover communications and data transfer using computers.

Introducing Science Extra— Computers At Work — *Radio 4 VHF Starting 18th May*
This is one of the schools education programmes. Essentially concerned with information technology and use of computers in society.

Laycock's Half Hour — *BBC Radio London Saturday 10-12 midday*
The show's hosted by Malcolm Laycock — he does a computing spot on it each week.

The Computer Programme — *BBC Radio Sussex Sunday 3.50-4.10pm*
Introduced by Derek Lickorish and Martin White, it covers information on general computing.

Abacus — *BBC Radio Leeds Wednesday 6.45-7.00pm*
A short programme introduced by Martin Croft featuring computing in general.

Box!

SHOCK! HORROR!

Ah, here's a nice mature gent. **Roy Walsh**, 40 (Shhhh!) comes from Ashford, Middlesex. ***What do you watch:*** *Micro Live*. "Don't really like it, they tend to generalise too much. Never teach you anything. I'd watch a programme with lots of reviews, though." ***Who'd make a good presenter:*** Fred Harris. (*Funny you should say that, he already is one. Ed.*) ***Do you listen to programmes about computers on radio:*** "Yes, there's one on Radio London that I like. It's on at the weekend." ***Fave TV show:*** M*A*S*H.

▼





▲

"Can I do one as well?" Who are you? Oh, **Philip Dunne:** (with an e), 14, from Camden. Okay then! ***What computer programmes do you watch:*** *Tomorrow's World* "Don't like any of the others! They're all about stupid business computers and nothing about home computers." ***Do you think there ought to be more:*** Yes. "And better ones." ***Do you listen to computer programmes on local radio:*** Now and again. "I listened to the one about the PCW show. That was on LBC, wasn't it? ***Do you like Micro Live:*** "No, it's useless. All about BBC's, and who's got one of them, eh?" ***Fave TV shows:*** *Young Ones, EastEnders* "...anything really". (Choosy, aren't we?'). "I'd like to see a computer programme like a magazine with POKEs, hints and game reviews."



▲

Oi, oi, oi, oi! You over there, **Mark Shelton**. Golly, are you really only 15? And you're from Leytonstone, right? "Yep." ***What do you think of the telly programmes, then:*** "Micro Live is far, far, far too businessy, and doesn't cover home micros properly. They did mention the Speccy once, though." ***Who'd make a good presenter:*** Dave Allen. (*Huh? Ed.*) ***Who'd make a bad presenter:*** Terry Wogan. ***Fave TV show:*** *Top Of The Pops*! Yay! Wooo! ***What would your ideal program about computers contain:*** Software reviews, viewers letters. Oh, and tutorials on machine code or languages.

Beeb ops

Okay, okay. Having let you lot tear their programmes to shredded wheat, we thought it'd be fair to give the producers of the shows an opportunity to fight back. So, live from BBC TV Centre, here's Richard Simpkin, Producer of *Saturday Superstore*, and David Allen, Editor of *Micro Live*.



Micro Master

David Allen
Editor: *Micro Live*

Why is *Micro Live* so business oriented?
I don't really think it is. *Micro Live* is actually intended to focus on Information Technology, rather than just business, or home computers, or robotics...but it does touch on them all. In the next few weeks we have a piece on the Red Box, the effect of information technology in the US Senate, some robotics, desk top publishing...a range of things.

Why aren't games reviewed and previewed on *Micro Live*?
Well, to be perfectly honest, we tend to think that there's more to life than games. They all tend to be samey.

What are the plans for future computer coverage (if any) on the BBC and Radio?
At the end of this run, *Micro Live* will come to a close. We might be doing the usual 'best of' edition, called *Micro File*...but after that, we're still pondering what to do. Computers are a difficult subject to cover, really; forever running the fine line between being incomprehensible and being completely trivial. In the end we've still got to strike a balance somehow, and try to cover things that interest the most people.



Superman

Richard Simpkin
Producer: *Saturday Superstore*

Why aren't micros regularly covered on *Superstore*, particularly since a large majority of your viewers will own one.
We do cover computing, but the problem with being a magazine program is that very few items can be covered regularly. Unless we could do a regular slot, we wouldn't feel like we're providing a service, which is what we're here for.

Why aren't games reviewed and previewed on *Superstore*?
Mainly, the technical problems which you get when you try to show a computer picture on a live show. You can't guarantee that they'll do what you want them to do in the 15 or 20 seconds you want them to do it.

Are there any plans afoot to cover computers in future *Superstores*?
Yes. We're more likely to do types of games and systems, rather than individual games...for instance I've got a Sega Console on my desk at the moment. The problem is how to present it...Well, the first problem is how to get it out of the box! So, yes, we would very much like to put on much more about computers. Because it's what a lot of people are interested in.

I say! Isn't that the famous **Bobby Marsh**, 15, from Leytonstone, slouching over there by the coffee bar? Hi Bobby! Give us "the Stuff"... "I watch Micro Live 'cos they tell me what I want to know". (*Are you sure this guy doesn't work for Micro Live? Ed.*) ***Who'd make a good presenter:*** Anne Diamond. ***Who'd make a bad presenter:*** Terry Wogan. ***Do you like Micro Live:*** No. "Rubbish." (Huh? But you just... oh never mind!) ***Fave TV shows:*** *EastEnders*, any sport.

▼



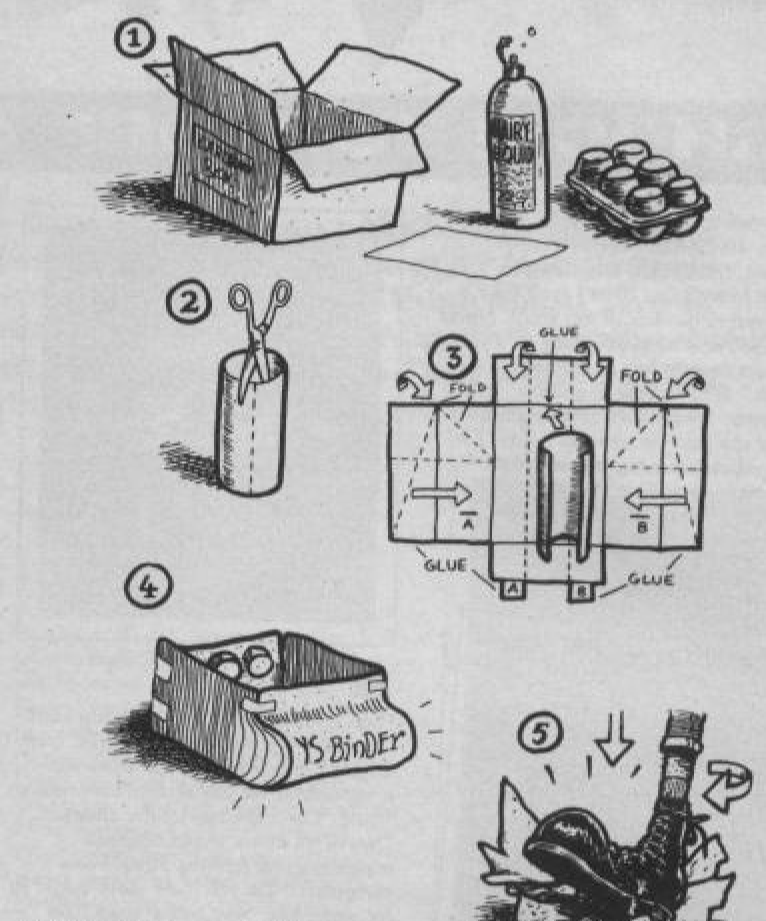


▲

Okay, **Roy Peters**, 14, where are you from? "Not Leytonstone." (*Thank goodness. Ed.*) "Okay I lied, I'm from Leytonstone, really." (*Oh flip! Ed.*) ***Fave programmes on computers:*** Only: *Micro Live*. ***Is it any good:*** NO! "They only cover business." ***Who'd make a good presenter:*** Rachael Smith. (Wahay!) ***Who'd make a bad presenter:*** Madonna. I can't stand her! ***Do you think there ought to be more:*** "Madonna? No. Computer programmes. Yes". ***Would you like to be on TV:*** "Yeah! I'd like to be in an Iron Maiden video." ***Fave TV show:*** *World According To Smith And Jones*. ***What would your ideal programme about computers contain:*** More items for home computer users. Games and hardware reviews and previews.

YOUR SINCLAIR MAKES..........

THIS MONTH — A *YS* BINDER



1 Assemble your materials:
  a cardboard box
  an empty washing up liquid bottle
  an egg carton
  a sheet of sticky-backed plastic
2 Cut the top and bottom off the washing up liquid bottle. Then cut down the middle of it (see diagram)
3 Study diagram and follow folding instructions carefully
4 Oops!
5 Destroy the evidence.

ALTERNATIVELY...

Why go through all the palaver? Why not just send a cheque for £4.95 to receive a beautifully hand-crafted *YS* binder for no more trouble than sticking the stamp on the envelope (ask a parent or older person to help you).

Okay, I admit defeat! Please rush me .... *YS* Binders.
Please tick the correct box.

☐ **UK £4.95**
☐ **Europe £5.45**
☐ **Rest of the World £5.95**

I enclose my personal cheque/postal order made payable to Sportscene Specialist Press Ltd for £ .... Or, as I don't carry cash, charge my *Access/Visa/American Express/Diners Club/ Masterchard card number...
(*Delete as applicable)

Signature...

Full Name ....

Address...

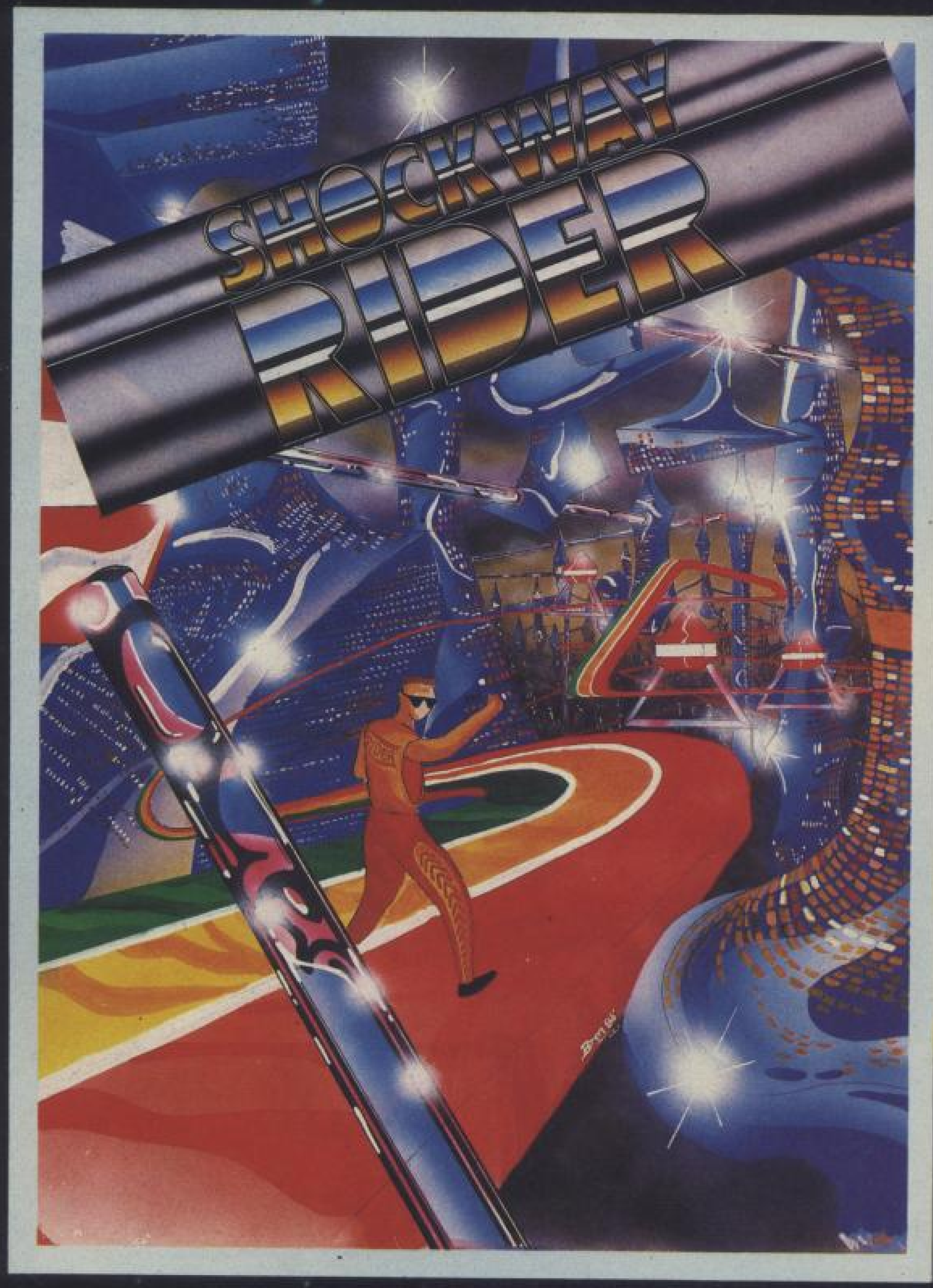
....

.... **Postcode**..............

Send the completed form, or a photocopy, with payment or credit card number to: *Your Sinclair* Binder Offer, PO Box 320, London N21 2NB. Prices include postage and packing.

RIDERS GO FULL CIRCLE...

YOUR SINCLAIR MEGAGAME



SHOCKWAY RIDER

SPECTRUM £7.95

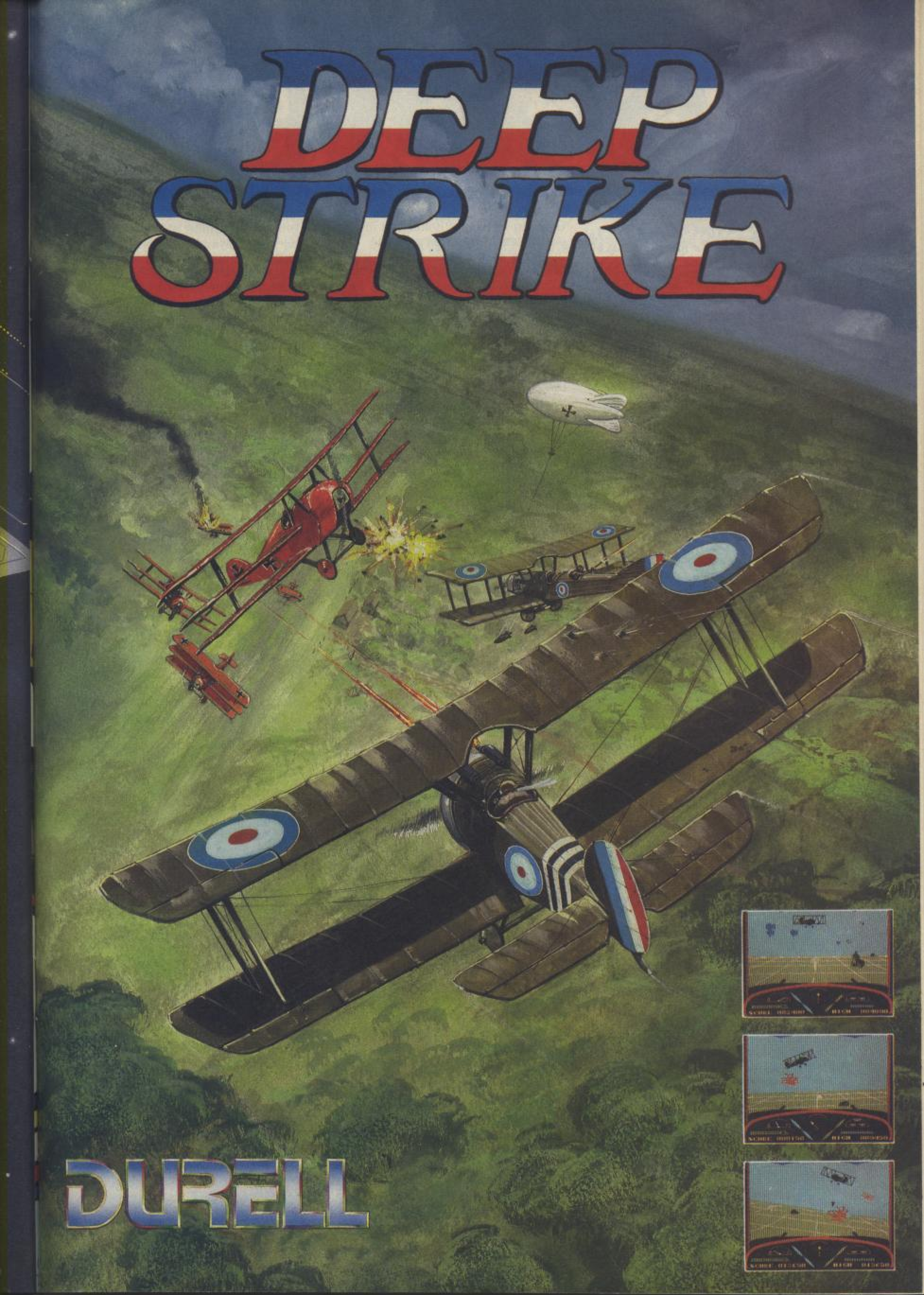
AMSTRAD & COMMODORE £8.95

FTL

FASTER·THAN·LIGHT

FTL FASTER THAN LIGHT, CARTER FOLLIS GROUP OF COMPANIES.
SEDGLEY ROAD EAST, TIPTON, WEST MIDLANDS DY4 7UJ. Tel: 021-557 2981 (4 lines)


SIGMA 7
Commodore 64 available November 20th
Spectrum & Amstrad available February
DURELL
Sales dept.,
Castle Lodge, Castle Green,
Taunton, Somerset TA1 4AB
England Telephone (0823) 54489 & 54029
R.R.P. £9.95
Trade enquiries to Centresoft
on 021 356 3388
software getting harder . . . .


DEEP STRIKE
DURELL

YS ADVENTU



James Elliott reckons he's the first to finish *Aftershock*, on Monday, 6th October. Nice try, James, but what are those chuckling sounds I hear from the Rochdale Balrog? Unfortunately for James, his beloved Spectrum has just died of rubber key failure, so he apologises for any slight delay in dealing with adventure queries.

A clue from **Alex Marsh**, who fancies himself as the Billericay Balrog, though no self-respecting Balrog would go on holiday halfway through programming a complex adventure and so forget all the variables and routines. However, Alex says that in *Perseus And Andromeda*, to get the halter onto Pegasus you just RETLAH TIF.

Wren Bull asks how to open various doors in *Kentilla*. Well, for the steel door you EUTATS YBRAEN NO SMRA LLUP, for the green and red doors you need YEK EGRAL EHT and for the stone door you ELTTOB NEPO.

The last few names have all been regular writers to *YS Adventures*, but **Graham Nelson** of Bolton has just sent in his first-ever letter to the magazine as he wanted to share some of the fun to be had from Part Two of *The Boggit*. Try typing in DELTA 4 and you find yourself transported to room 101, home of Delta 4, where you can explore a bit. BOGGIT gets you back again, in total darkness. You can try typing BORED as well. Thanks to **Robert Grieg** who also suggested those inputs.

Also new to the adventure ranks is **David McIntyre** of Sheffield, who recently bought a 128K Spectrum with the intention of playing arcade games, but the inclusion of *The NeverEnding Story* soon put paid to that. We all know the feeling, I'm sure — and thanks for the lengthy letters, David.

Simon Pugh of **1 The Lawns, Everton, Nr Sandy, Beds SG19 2LB** says he can't take Thorin with him when he escapes from the Elvenking's Cellars in *The Hobbit*. Nor can anyone else, Simon. Leave Thorin behind and pick him up on the way back. Simon also wants to know how to get to Rivendell in *Lord Of The Rings*, and wonders if there's a map available anywhere for that adventure. Any offers?

David Savage of Leamington Spa sends a vote of thanks to those who answered his *Lost Souls* plea on *Castle Colditz* — their clues helped him pass his convalescence after 8½ weeks in hospital. Good on yer, *YS* readers.

Keith Whitaker writes from Nottingham to say he's finished *Vera Cruz*, for which they must surely make him the Sherrif of Nottingham. His main comment was that the instructions are lousy! He reminds readers that there's one object in Part One that you must photograph twice in succession to reveal some crucial information.

To show what fame and fortune comes to readers mentioned in these pages, I've just had a letter from the recipient of my first-ever Manuel-of-the-Month award (not awarded this time as no-one was down to the standard required). As a result of that, **Anne Sporne** has had letters from far and wide, including one from a microdrive expert in Milton Keynes and another from a 60-year-old lady in Northampton who also hadn't finished any of her 20-odd games. Anne now admits to having finished at least a couple of titles, but is grateful for her short and glorious reign.

GAC dominates the news this month, and here it is cropping up again. **David Elliott** of Edinburgh says that while playing around with graphics, he pressed nearly all of the keys at the same time and the cryptic message Jah Brendon appeared. David also complains that *GAC* won't allow him to access the extra memory of his Spectrum 128, especially with the announcement of Gilsoft's 128K *Professional Adventure Writer* system. Well, I do sympathise, David, but you can hardly blame Incentive for that. The product is advertised as a 48K program, and that's what it is. I'm sure if they produce a 128K version in the future you'll have the chance to upgrade at a reasonable price. As for your chopper problems on *Espionage Island*, don't take off while still wearing the colonel's jacket, and when in the air head E/S/S/S. To start the helicopter: REVEL HSUP. To operate the truck: LADEP SSERP.

Darren Davies of Derby wants to know how to go through the broken fence in *The Shrewsbury Key*. The key words here are: ELOH HGUORHT. How to get out of the waterfall in *Robin Of Sherwood*? As far as I recall it's the same way you get in: LLAFRETAW OG. And how to reach Nottingham? Hang around at the outlaw camp till a messenger arrives and then WOLLOF YAS and go to Nottingham.

Talking of that game, **Deborah Whitsey** (see **Kind Souls** for address) wants to get hold of a copy and can't find one in the shops. Anyone finished it and want to swop it for something else? Still talking of that game, **Jonathan Lynch** of County Wicklow asks how to find Seward. If Marian's present you should SEHSUB HCRAES south of EGNARG DROFAEL.

A hint from **Matthew Conway** of Lambourn, who's a dab hand with Letraset as well as adventures — to escape the maze in *The Castle* you should YARP DNA RATLA ENOTS OT OG.

Philip Hendry of Chelmsford wants help on *The Boggit* — he can't get through the window in the Goblins' Dungeon: TSEW-HTUOS OG, EPOR TEG, EPOR LLUP, EPOR WORHT. How to get out of the Elf King's wine cellar: first you must be wearing the ring, then just DNUORA TIAW till a thirst is quenched, then LERRAB BMILC and TIAW some more. To go through the magic door in the Elf King's Palace, again you must be wearing the ring and then you ROOD ENIMAXE.

Boarding the bus in *Zzzz* is **Glen Thompson**'s problem, the answer to

RES | news

which is that you YENOM EVIG/SUB POTS/NGIS TCERE. That's provided you've got everything you need, of course, and if you haven't you'll just have to find it. **Pamela Young** lives in Pinkie Road, in Aberdeen and wants to know how to get out of the swamps of sadness in *The NeverEnding Story.* Not going into them in the first place might help. How to control Falkor? Just ROKLAF EKAT when you have Auryn and Falkor will stay with you. Where to go next? I suspect you need to HTUOS YLF across the desert. Pamela also needs lots of help on *Urban Upstart,* and I've got loads available but you can help me first by telling me the place or places where you're stuck because otherwise I can't do anything but give you a full solution as I've no idea where you've got to.

Coming to the aid of fellow adventurer Peter Erskine is **Doreen Bardon** of **Lendal Cottage, High Street, Slingsby, York YO6 7AE**. Peter was struggling in John Wilson's Digi'T'ape tale, *The Secret Of Little Hodcome,* and threatens to nail the author to the gate because the game was so devious. The thought of this happening upsets Doreen, but only because she's hoping John will write lots more adventures. Some early commands you'll need if you can't make any headway in the first few locations are, in no particular order, SESOR BMILC/MAOL HCTARCS/ WODNIW OTNI BMILC/STOP HCRAES/HCNEB NEPO/EGATTOC RETNE/TEPRAC TFIL/KCOLC EVOM. Doreen also has a list of 105 completed adventures so if you're struggling on something then the chances are she can help.

Sheldon Southworth writes from Manchester just pleading for a mention in these sacred pages and asks me to stop writing backwards. DENOITNEM FLESROUY REDISNOC.

Ted Webb of Portsmouth is a **Kind Soul** on lots of games, but admits to being lost in *Claws Of Despair,* where he wants to know what to say to the Fountain Nymph (BMOT YAS), and what to sing about at the pub (SLAI GNIS). For your questions on *The Colour Of Magic*: YELSNRAB NHOJ OT ETIRW. The solution I've got doesn't seem to answer the specific questions you ask.

And finally, can any **Kind Soul** please put **John Barnsley** out of his misery and let him know whether any adventurer anywhere in the world has ever completed *Beatle Quest?* Despite his million successes, John's still baffled by that one.

Venture forth with Mike Gerrard

● Incentive must've been having a boozy lunch when it set the price of *The GAC Adventure Writers Handbook* at only £1.25 for 48 pages, including postage. It's only available by mail order, though, so make sure you've got Incentive's new address — Incentive Software Ltd, 2 Minerva House, Calleva Park, Aldermaston, Berks RG1 4QW. Those of you who've written to me in the past asking for more information for Gackers should send off for the booklet at once, as it really is full of lots of useful information that enhances the things you're told in the manual.

Still on the subject of *GAC*, reader Tim Richardson has responded to the January issue's tip on how to implement two alternative character sets by coming up with no less than nine of his own. Tim's address is 20 Crescent Road, Bishops Stortford, Herts CM23 5JU.

● And yet still more news about *GAC* (I told you lots of people are interested in it). This time it comes from new software company, The Essential Myth, alias Mark Davies, Andrew Dean and Lee Hodgson. They've just released their first title, *The Book Of The Dead*, and they're currently putting together what will be their second release. That's going to be a collection of *GAC* utilities. The program does all the garbage collection that *GAC* itself can't be bothered with — you know, like refusing to remove words that you've decided you don't want. Also included will be alternative fonts, an option to have user-defined fonts in the adventure without losing memory, and other assorted goodies. No price set yet, but I hope they send me one when it's ready.

● Two Brighton-based adventure writers, Nigel Brooks and Said Hassan, having familiarised themselves with *The Quill*, have decided to move on and develop their own adventure-writing system, Said being the man behind the code. To develop and test the system, they decided to do their own version of the classic *Adventures*, or *Colossal Cave Adventure*, just to see how well their system worked. They were so pleased with the results that they're going to try to market the game, which is now being published by Players at £1.99 under the title of *The Serf's Tale*.

Following on from this, they've been working for Mastertronic, who gave them a storyboard to turn into a two-part graphics adventure called *Reigel's Revenge*. When I spoke to Nigel Brooks, the first part had just been completed, and they were embarking on part two. Having argued endlessly about how to link the two parts together (should the player be made to finish part one, or given unlimited access to part two etc) they decided on a neat compromise. You can start the second part, and will need to load up data from part one, but unless you've got everything you need you'll fall through into another mini-adventure that takes place in the programmer's den and which gives you clues to some of the bits you may have missed in part one. They've extended the parser from the two-word input of



The Serf's Tale to a three-word input, but they don't see extended parsers as being vital to the playing and writing of good adventures, and I must say I tend to agree with them.

Reigel's Revenge should be out in the next month or two, and I'll really be looking forward to my advance copy from Nigel and Said, who now call themselves Smart Egg Software. They deserve to do well.

● Wrightchoice Software is the name of a company set up under the government's Enterprise Allowance Scheme, and it's certainly showing enterprise when it comes to offering prizes. *Operation Stallion* is already out, and there's a £500 prize for the first adventurer to complete all three games in the planned Operation Series Trilogy, the second and third releases being due in April and August respectively. A similar prize is on offer for a different trio of games, the Quest Series Trilogy. My review copy of the first of these has just arrived, *The Crown*. I'm hoping that I'll be able to take a look at it soon. For anyone who can't wait, the address for Wrightchoice is PO Box 100, 159 Welbeck Crescent, Troon, Ayrshire KA10 6BD.

● **The Spectrum Adventure Exchange Club is still going strong, even stronger in fact, after a mention in the August *YS* says organiser William Young, who received enquiries from Holland, France, Italy and Switzerland. I have readers all round the world, you see. None in this country, but all round the world. Anyway, William says the club is still thriving and recently introduced a service offering free maps of adventure games to its members. Available at the moment are maps for *Seabase Delta, Bored Of The Rings, The Extricator* and *Robin Of Sherwood*, with a new one hopefully added every month. Its tape magazine will have a redesigned "Teletext" style format from February, and there'll also be an improved version of its own adventure, *Castle Thade*, available for £2.50, half of which you get back in the form of discount vouchers. Details of the club are available from William Young, SAEC, 4 Kilmartin Lane, Carluke, Lanarkshire ML8 5RT.**

WINTER WONDERLAND

Hot on the heels, or should that be cold on the heels, of *Apache Gold* comes Incentive's other Medallion Graphic Adventure, *Winter Wonderland*. The scene-setting in this one is terrific, with you playing the part of an anthropologist who's plunged, in the manner of Harrison Ford (*Yummy! Ed*), into a tale of adventure and discovery. You receive a telegram from a Russian archaeologist friend working in Tibet who tells you to get your anthropological self over there at once. He's found evidence of a civilisation that's advanced at the same rate as the rest of mankind, but totally independent of it. On the last leg of your journey in the Himalayas, your Cessna aircraft is forced down by bad weather, and as you dive into the snow you're sure you get a glimpse in the distance of sunlight reflecting on glass. Can this be true in this deserted landscape? Well of course it can, otherwise there'd be no adventure.

You begin the game by the wreckage of your aircraft, with a fur coat and a pair of snowshoes. "Welcome to Winter Wonderland" the radio crackles, before expiring. Better wear the fur coat before you do the same. I made two moves east and died an instant death, falling through thin ice. Not my favourite way to start a game, as regular readers will know. I wandered elsewhere, found a gun, saw off a grizzly, then got myself stuck at the bottom of a rocky crevasse, having discovered a rope and ice-pick down there. I tried for ages to get out, but having gone SOUTH to get in I couldn't return NORTH, or go in any other direction, including UP or DOWN. I couldn't DIG, couldn't THROW ROPE, couldn't do anything. Eventually I ran through the directions again, and discovered the program recognised U but not UP. Bad programming, methinks.

Having sorted that out, I entered at last the world of Shangri-la, a strange world and not at all like you'd imagine. I mean to say, the Milton Walk Shopping Centre? Here were pet shops selling hamsters, florists selling roses, and the inevitable bookshop too. If only I'd had some money I would've had a good time. All I got instead was some kid continually throwing snowballs at me. I wouldn't mind, but I wasn't allowed to throw any back at him. And I thought it a bit much when he followed me into the health food shop and bombarded me there.

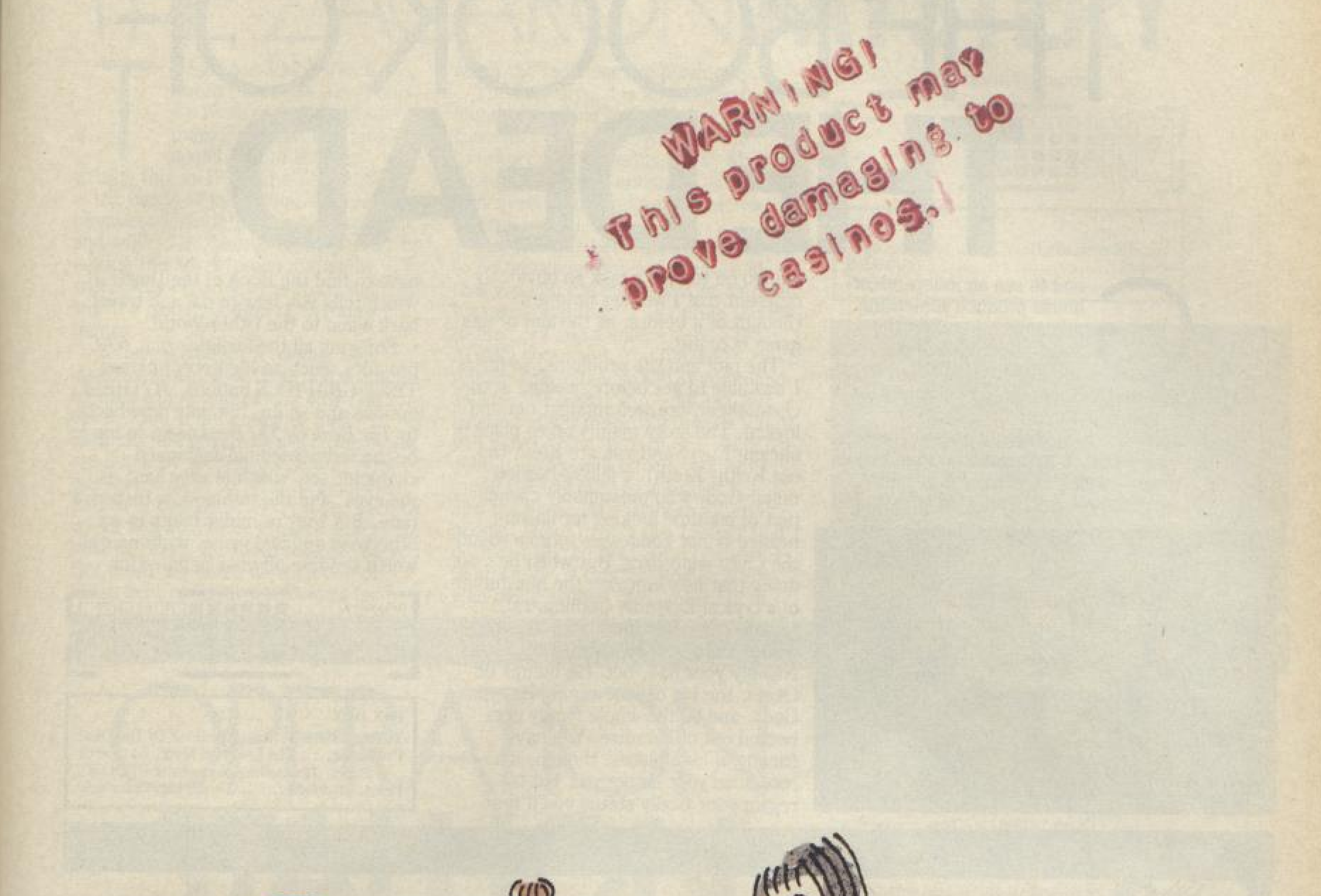
The game itself doesn't quite live up to the expectations created by the scenario, but I'd be happy to go back to it and I reckon it's just got the edge on *Apache Gold*. Shame about the price.

Graphics
Text
Value For Money
Personal Rating
7

FAX BOX

Title	Winter Wonderland
Publisher	Incentive
Price	£7.95





Program by SEC, Post Mill, Mill Lane, Stambourne, Halstead, Essex CO9 4NT. YES! I want to learn how to win at Black Jack and order the "BLACK JACK WINNING STRATEGY SIMULATOR" for Spectrum 48K/128K. I enclose a cheque/PO for £9.95.

NAME ....

ADDRESS ....

....

....

....

....

THE BOOK OF THE DEAD

Good to see an independent house produce something original, rather than the usual Middle Earth clones, and you have to admit that the start of this *GAC*'d two-parter is certainly different: "You are in a spheroid, swimming in gooey albumen. The sound of someone knocking comes from outside." Assuming you can extricate yourself from that situation,



you go on to face a task so obviously different that I wonder no-one's thought of it before, as the aim of this game is to die.

The plot and the problems, so far as I was able to get before peeking at the cheat sheet, are well thought out and logical. The story mainly takes place in ancient Egypt and you are Kteth (no, not Keith, Kteth), a falcon-headed minor God, who presumably spends part of his time looking for falcon-headed minor goddesses to take round the Cairo wine-bars. But when he's not doing that he's enjoying the blissful life of a typical Egyptian Godling, till, wouldn't you just know it, someone comes along and cocks it all up. Namely your dad, Set. He bumps off Osiris, the big cheese among Egyptian Gods, and so the whole family gets booted out of Paradise. You have friends in high places, though, who recognise your innocence, but to regain your Godly status you'll first have to find the Book of the Dead, which tells you how to die and travel back again to the Other World.

Enjoying all the facilities that *GAC* provides, such as the decent parser, TEXT/GRAPHICS options, IT/THEM options and so on, the only drawbacks to *The Book Of The Dead* seem to me to be the redesigned old-fashioned character set, which is very hard on the eyes, and the rather slow response time. But they're minor faults in an otherwise unusual game, and one well worth sending off your pennies for.

Graphics
Text
Value For Money
Personal Rating
8

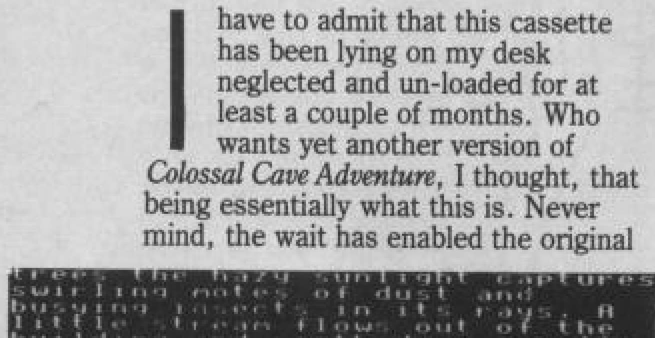
FAX BOX

Title	The Book Of The Dead
Publisher	The Essential Myth, 54 Church Street, Tewkesbury, Gloucester GL20 5RZ
Price	£3.95, mail order only

THE SERF'S TALE

YOUR SINCLAIR MEGAGAME

I have to admit that this cassette has been lying on my desk neglected and un-loaded for at least a couple of months. Who wants yet another version of *Colossal Cave Adventure*, I thought, that being essentially what this is. Never mind, the wait has enabled the original



independent publishers, Adventure Software, to sell the game to Players for wider distribution. It's also changed its own name to Smart Egg Software.

So who does want yet another version of *Colossal Cave*? Well, anybody who's at all interested in adventures, I reckon. As I read through the background notes, I was very dubious to see that the programmers had taken it upon themselves to increase the number of locations by a third, including a completely new 30-location introduction to the adventure. He who tampers with an old favourite is running a grave danger of getting a very loud raspberry if it isn't well done. Fortunately *The Serf's Tale* is very well done indeed. A storyline has been created to explain just why you find yourself standing one day outside a small brick building, and the extra locations mean that the game isn't simply a case of going in, getting everything and then getting on with it. You'll need to find coins and a map, for starters, and the provisions are hidden away as well. The text for this storyline and in the location descriptions is perfectly done to complement the original, and it all adds a great deal to the atmosphere when you enter the familiar underground network of caves — and they must be familiar to people by now.

This isn't all, though, as the program itself has some great features. Commands available include RAM SAVE/LOAD, GET/DROP ALL, FULL/BRIEF for location descriptions, pockets in adventurers' clothing in which you can PUT and RETRIEVE things and a fully used EXAMINE command. The text has been redesigned and looks a treat, and I reckon it'll sell thousands.

Graphics
Text
Value For Money
Personal Rating
9

FAX BOX

Title	The Serf's Tale
Publisher	Players
Price	£1.95

THE ZACARON MYSTERY

The year is 3065, which doesn't surprise me at all as we work so far ahead on magazines that anything's possible. I'm actually writing this in 1979 on a ZX-80! Such is the magic of publishing. Players is releasing some interesting adventures, and while *The Zacaron Mystery* won't be setting the adventure world alight, it's still a very playable adventure and worth a couple of quid of anyone's money.

In the year 3065, it seems, the earth's fuel supplies have just a few months to go, and having only had about 1500 years notice of this, naturally the governments of the world are taken by surprise. The only way out seems to be to send someone in search of two Zacaron crystals, each of which will guarantee enough energy to heat the earth for thousands of years. Hot stuff. We could do with one of those here at Rathbone Towers for when the radiators are playing up.

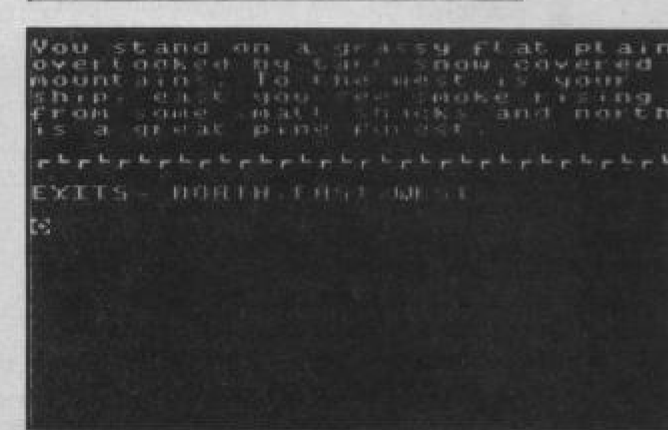
The first crystal is apparently to be found on a place called Prutor, where conveniently enough you find the password you'll need to get to Myra, where the second crystal is, along with acid-filled rivers and a burning sun. Sounds nasty.

The text has been nicely redesigned to be futuristic, but not so much so that you can't actually read it, as often happens, and there's an option to save to memory and a self-evident START AGAIN command. You'll need to make regular use of the SEARCH command as well as EXAMINE — SEARCH a location and it magically reveals things you didn't know were there. There's a good use of sound effects too, but I found it fairly easy to get quite a way into the game, as I suspect will most people. Don't expect this to keep you occupied till the year 3065 (remember to stock up on thermal undies if you plan being around that long), but at £1.99 it's entertaining enough.

Graphics
Text
Value For Money
Personal Rating
7

FAX BOX

Title	The Zacaron Mystery
Publisher	Players
Price	£1.99



OPERATION STALLION

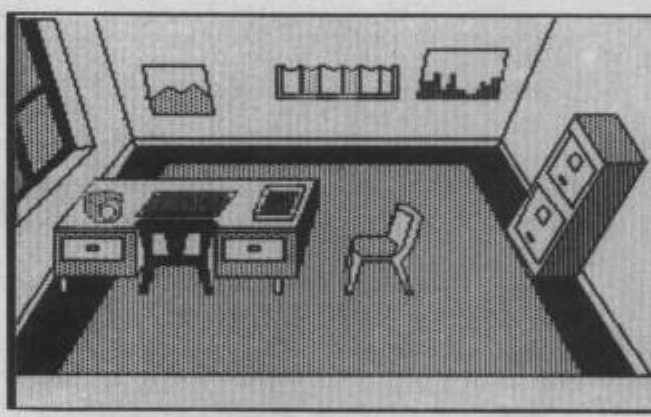
Yet another adventure with a scenario that's had a lot of work put into it, and yet the game itself doesn't quite live up to the promise, mainly because of some niggling little faults. The first in a trilogy of adventures, you might be prepared to put up with those faults when you know there's a £500 prize for the first to complete all three.

You are John Blake, seemingly an obscure government employee, who's true role as a troubleshooter is known only by the boss Charles Jenson, alias CJ, and the Prime Minister, alias PM. Your job involves you in activities on the fringes of legality on behalf of the government, but there's one drawback — you have a brain implant that allows CJ or the PM to take you out at any time.

Operation Stallion is a complex two-part tale of heroin smuggling, and your aim is to terminate a character called Kwok inside 24 hours. In the first part you start in your office, the description of which is as lengthy as you'll get in an Infocom game, though naturally you shouldn't expect the same kind of detailed interaction. After a few moves your phone rings, and CJ (I didn't get where I am today by...) summons you to the briefing room. There you're given your mission, and invited to choose from the 24 items of equipment made available to you. I think this feature, which crops up in adventures now and again, is totally out of place. You have no way of knowing at the outset what equipment you're likely to need, and the completion of part two is likely to be tedious as you continually realise you're going to have to go back to the start and choose a different item to take with you. It's not just a case of quickly loading up an earlier saved game and playing it through again, but of loading up part one in its entirety, then loading a saved game or playing through to the briefing room, then saving your game, then reloading part two, then loading the newly saved game from part one, then playing it through from the start to where you'd left off. Phew! I'd suggest you make a careful note of all 24 items from part one, and continually refer to it as well as to your inventory when you come up against problems in part two.

A great deal of effort has been put into the text and graphics (*Quill/Illustrator*), so it's a shame the thoroughness doesn't extend throughout the program itself. Early on in part two, for instance, you need to get past a bull to get into Kwok's mansion. Despite the fact that I was carrying a machine gun, a stun grenade, nitroglycerine, plastic explosives and a canister of KO gas, none of them seemed to be the solution called for and so the bull kept seeing me off. A bit unrealistic, I reckon. They've also spelt 'canister' incorrectly with two n's as an object, but you must spell it correctly to get or drop it. A few other text mistakes crop up too.

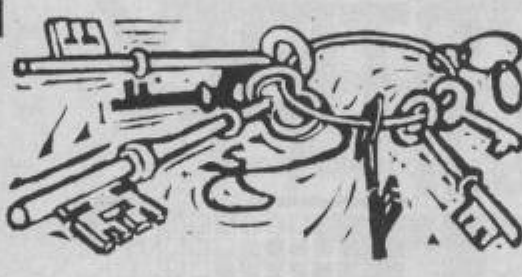
At about half price or less, I'd say it was worth buying, but at £6.95 I think it's priced too highly, even with the potential appeal of that prize. A pity.



Graphics
Text
Value For Money
Personal Rating
7

FAX BOX

Title	Operation Stallion
Publisher.	Wrightchoice Software, PO Box 100, 159 Welbeck Crescent, Troon, Ayrshire, Scotland KA10 6BD
Price	£6.95



ADVENTURERS INTERNATIONAL

I think all my **International Adventurers** must've been hibernating for the winter, as I've had just three letters this month — and one of those is only from the Isle of Man! That's from **K. Goodall, 5 Ashley Park, Onchan, Isle of Man,** who asks how to get started in part three of *The Colour Of Magic*. Thanks to John Barnsley I can tell you that to begin the game you WAIT till the Dragon arrives, make two moves Hubwards, PULL KRING, go Rimwards, KILL KSDRA, climb on the Dragon and then WAIT again till you arrive at the platform, where you take and wear the boots. That should get you going. K. Goodall also asks if he or she can have a freebie — of course you can, if you send me an sae and tell me which of the various ones on offer you want — though if you mean *The Colour Of Magic* I haven't prepared one for that title yet.

Mathew George writes from India to ask how to send an sae since he can't buy UK stamps abroad. That little problem shouldn't stump a seasoned adventurer for long. First you must ECIFFO TSOP OG, then NOPUOC YLPER LANOITANRETNI YUB. Mathew also wants to know how to complete *Back To Skool*, which may not qualify as an out-and-out adventure but warrants a mention because it's one of my favourite games of all time. "From where do I get the code for the bicycle, and the frog, and also what use are the water gun, the stink bombs and the lizard-like creatures that run around the classroom?" Well those creatures are mice not lizards, and they cause much fun in the girls' school. Any *Skool* experts prepared to help Mathew (and me) on the other problems? Write to Mathew George, MS/RB/II/50/1, C'rly Quarters, Behind Sion Hospital, Sion, Bombay 400 022, India.

Finally all the way from sunny Athens, **Theodore Blitsas** has been getting into a bit of adventure hacking, courtesy of *Tasword*. "If you have *Tasword 2*," he says, "You can use it not only for typing hot-headed letters to the Ed, but also for PEEKing the code of an adventure game." How is this miracle of technology achieved? Just by loading in the main adventure code as a *Tasword* file and inspecting the results. Obviously it doesn't work with everything, but Theodore's tried it successfully so far with *Planet Of Death*, *Secret Mission* and *Perseus And Andromeda*, and he's sent me the results to prove it. If the adventure code is too big for a *Tasword* file, Theodore says you should first create a dummy header with SAVE "dummy" CODE 32000, 20400, then run *Tasword* and load the adventure code with the dummy header as a *Tasword* file. If you get a tape loading error somewhere along the way, you can still run *Tasword* and have some of the adventure text along with some garbage as a *Tasword* file, enabling you to print it out. If you want to ask Theodore any questions about this, his address is Oinois 4, Kallithea, Athens 176 76, Greece. Happy hacking!

KIND SOULS

He's at the foot of the **Lost Souls** column so he can be at the top of the **Kind Souls**, and that's **Ted Webb, 3 Montgomery Walk, Waterlooville, Portsmouth, Hants PO7 5TD.** In exchange for an sae and that obviously applies when writing to anyone for help, Ted can come to your assistance on *The Boggit*, *Zzzz*, *Very Big Cave Adventure*, *Bugsy*, *Terromolinos*, *The Helm*, *Subsunk*, *Seabase Delta*, *Hampstead*, *El Dorado*, *Mafia Contract I* and *II*, *Claymorgue Castle*, *Spiderman*, *Holy Grail*, *Gremlins*, *Hobbit*, *Inferno*, *Forest At World's End*, *Jewels Of Babylon* and *Mountains Of Ket*. And thanks to John Barnsley, Ted says, for help on some of those.

Talking of **John Barnsley**, what should I see next but a letter from the man himself, who's been exercising his remaining brain cells to take his number of successes past the hundred mark. Adventures, that is. I won't list them all or otherwise I'd probably look up and suddenly find myself on the last page, but some of the more recent additions include *Tracer Sanction*, *Borrowed Time*, *Bugsy*, *Seas Of Blood*, *Ice Station Zero*, *The Lost City*, *Aftershock*, *Token Of Ghall*, *Warlord*, *The Count*, *Castle Of Hydor*, *Oasis Of Shalimar*, *Woods Of Winter* and *The Colour Of Magic*. There may be a few interlopers from other machines there, as John's the one who used to buy *YS* even though he owned a Commodore 64, but now he's got a Spectrum as well so I'll let him through the front door at last. As John says, though, an adventure is an adventure, no matter what machine it's on, and as many players have access to more than one computer that's why he includes all completed games on his list. I agree, and John will answer individual problems or send solutions and maps to games as well, though he charges for photocopying if you want those. Address your enquiries to 32 Merrivale Road (sounds like a location out of *Lord Of The Rings* to me), Rising Brook, Stafford, Staffs ST17 9EB.

"We've completed millions and zillions of adventures," claim **Deborah** and **Trevor Whitsey, 1 Furber Court, The Arbours, Northampton NN3 3RW,** though I've counted them and it only comes to half a zillion. Nevertheless they'd be delighted to help you on *The Worm In Paradise*, *Return To Eden*, *Sherlock*, *Gremlins*, *The Hulk*, *Spiderman*, *Dangermouse In The Black Forest Chateau*, *Valkyrie 17*, *Heroes Of Karn*, *Velnor's Lair*, *Hobbit*, *Lord Of The Rings*, *Golden Baton*, *Price Of Magik*, *Boggit*, *NeverEnding Story*, *Inca Curse*, *Planet Of Death*, *Espionage Island* and parts one, three and four of *Eureka*.

Steven Conibear doesn't claim to have completed a zillion titles, but he's just as willing to help on the ones he has done, which are *Hobbit*, *Lord Of The Rings*, *Erik The Viking*, *Terrormolinos* and the first part of *Sinbad And The Golden Ship*. Bung your sae's in a Birminghamwards direction, to 147 Gracemere Crescent, Hall Green, Birmingham B28 0UE.

Graham Collier's sent me solutions on tape for *Return To Ithaca* and *Aftershock* and reckons that with all the trekking around you have to do in the latter it should be renamed *The Price Of Footwear*. He also has solutions to *Pharoah's Tomb*, *Knight's Quest*, *Invincible Island*, *Se-Kaa Of Assiah* and *Seabase Delta*. Send him a tape with a save of the postion that's causing you problems and he'll get you through it, or a blank tape and postage for any of his solutions. He might even send you a snazzy tape letter as well, if you ask him nicely at 32 Old Fosse Road, Odd Down, Bath, Avon BA2 2SR.

Now a few folk who ask you to fork out for the photocopying as well as enclose an sae if you write to them for solutions, the first being **Darren Davies** who charges 20p per complete solution or £1.00 for a booklet containing all the following: *The Doomsday Papers*, *Planet Of Death*, *Inca Curse*, *Ship Of Doom*, *Sherlock*, *Terrormolinos*, *Espionage Island*, *Sinbad And The Golden Ship*, *Se-Kaa Of Assiah*, *Temple Terror*, *Mafia Contract I* and *II*, *Marie Celeste*, *Zzzz* and *Seabase Delta*. Darren's abode is 30 Moyne Gardens, Chellaston, Derby, and if he suddenly adds a swimming pool and tennis court you'll know he's charging too much for the photocopies.

Ronald Henderson isn't asking much, just 10p each for hint sheets, on *Sherlock* and *The Fourth Protocol*, two notoriously difficult titles, and if you buy both you get a sheet for *Seabase Delta* free. Send your spondulicks to New Dimension Adventureline, c/o Robert Henderson, 110 Woodhead Green, Hamilton, Lanarkshire, Scotland ML3 8TW.

Sandra Sharkey asks me to mention that she publishes the Adventure Probe magazine, while her friend **Pat Winstanley** is responsible for Adventure Contact. I'd been assuming that both of these Wigan women were responsible for both magazines. Probe subscribers (60p an issue, 78 Merton Rd, Highfield, Wigan WN3 6AT) are entitled to buy adventure solutions in exchange for a first-class stamp, or two stamps if you want a map as well. Both maps and solutions are available for *1942 Mission*, *Boggit*, *Classic Adventure* (Abersoft version), *Crystal Frog*, *Dragon Of Notacare*, *Earthbound*, *Espionage Island*, *Eureka*, *Eye Of Bain*, *Final Mission*, *Golden Apple*, *Greedy Gulch*, *Inca Curse*, *Jewels Of Babylon*, *Legacy*, *Mafia Contract*, *Magic Mountain*, *Marie Celeste*, *Mountains Of Ket*, *NeverEnding Story*, *Pharoah's Tomb*, *Planet Of Death*, *Price Of Magik*, *Holy Grail*, *Sea Of Ziron*, *St Brides*, *Spy Trilogy*, *Subsunk*, *Time Of The End*, *Temple Of Vran*, *Temple Terror*, *The Helm*, *Knight's Quest*, *Valkyrie 17* and *Very Big Cave Adventure*. Solutions only are available for *Erik The Viking*, *Hampstead*, *Return To Eden* and *Snowball*, and maps only for *Bored Of The Rings*, *Galaxias*, *Ground Zero*, *Robin Of Sherwood*, *Time Machine*, part one of *Sinbad And The Golden Ship* and the Goblins' Dungeons in *The Hobbit*.

LOST SOULS

Simply millions of people are lost this month in games I've never even managed to find on the software shelves. Like one called *Necris Dome* by Codemasters, which **JD Martin** of **97 Waterloo Road, Uxbridge, Middlesex UB8 2QY** says he bought for his daughter at Christmas, but it's proved not only beyond her but beyond him and three of his friends as well! He doesn't say what the problem is, apart from getting nowhere at all, so can any kind *YS* reader out there help Mr Martin?

And has anyone been playing *Supercom* from Atlantis? If so, kindly tell **Robert Morgan** about it. Robert's problem is that after phoning the Armageddon computer, he can't get the third code that's needed, the one with the time factor, though he's got the first two. Code remedies to **1439 Dumbarton Road, Scotstoun, Glasgow.**

Next in the mysterious title series is something called *McKensie* from Software Projects, which sounds suspiciously like an arcade adventure to me, but I'll let it through. Any help at all on that one, and on *Knight Tyme*, to **Daren Francis, 38 Marlborough Road, Oulton Broad, Lowestoft, Suffolk NR32 3BU.** Daren says he hasn't even fixed the transporter yet in *Knight Tyme*, so someone please come to the rescue.

Now at last a game I *have* heard of, *Fairlight*, but I still can't help anyone out on it. Any offers? **J. Grundy** of **3 Banks Garth, Knottingley, West Yorks WF11 8AN** says he's been playing it for about two months and in that time has found "various potions, crosses, crowns and the elusive magic book. Having obtained the magic book, I would appreciate any hints on what to do with it." Polite suggestions only, please.

Some readers get themselves into the most awkward predicaments, and then come crying expecting me to get them out. **Keith Whittaker**'s one of them, who's proved himself an ace with *Vera Cruz*, but having taken another Gallic excursion in *Spytrek Adventure*, finds himself stuck at the top of the Eiffel Tower, trying to get the balloon to do more than merely deposit him back at the bottom. Send help to **Keith c/o CCN Systems, Talbot House, Talbot Street, Nottingham NG1 5HF.**

Stuck in *Sorderon's Shadow* is **Peter Harvey, 45 Higher Efford Road, Efford, Plymouth, Devon PL3 6LD,** wondering where the headman and the Free Lords of Elindor are. Meanwhile **Ted Webb** is dying of thirst in *Journey To The Centre Of Eddie Smith's Head*, a problem he shares with many, including me. Come on you clever clogs out there, let one of us know, either me at the magazine or Ted at his address in the **Kind Souls** column.

YOUR SPECTRUM COLLECTORS' ITEMS

There's not a moment to lose — *Your Spectrum* is now a rare species. You'd better hurry 'cos copies are disappearing fast! Snap up a back issue at £1.10 using the coupon below. *Your Sinclair* back issues — have a look at Contents for the page number of the ad.



Issue 1
Cross Check — five chess packages put to the test • **Speaking of Spectrums** — the ins and outs of speech synthesis • **Machine Code Breakout** — escape from those infinite loops!

Issue 5
Thrills From *The Quill* — create your own adventures • **ZX Phone Home** — computerised bulletin boards hooked up • **Getting Attached To Printers** — producing full character sets.

Issue 12
Into The Music — five music packages compared • **Anyone Seen A Ghost** — *Ghostbusters* reviewed.

Issue 13
Return Of The Heroes — *Kong Strikes Back* and *Hunchback II* reviewed • **Screen Scrunger** — save your screens in half the bytes.

Issue 14
It's A Cracker — become a real hacker • **A Space Oddity** — *Alien 8* explored.

Issue 15
Painting By Numbers — art packages compared • **Hot Heads** — the hottest thermal printers around • **Space Ace** — *Starion*, the space-age shoot 'em up.

Issue 16*
Disko-Tech — mini disk drives road-tested • **Firefighters** — *Shadowfire* blazes a new trail.

Issue 17*
I Spy . . . *A View To A Kill* — cloak and dagger stuff • **Celtic Ranger** — cast an eye over *Dun Darach* • **The Generation Game** — using games creators.

Issue 18*
Dam'n'Blast — *Dambusters* going down a bomb • ***JSW II*** — POKEd apart • **The Ghostwriter** — a DIY adventure designer.

Issue 19*
Fist Fight — *Way Of The Exploding Fist* — black-belts begin here! • **Sprite High, No Limit** — designing *big* sprites on the Speccy • **Movin' and Groovin'** — pan, zoom and scroll your screens.

Issue 20*
Elitism — join the *Elite* • **Gothic Horror** — *Fairlight* reviewed • **Play It Again, Sam** — synthesise your Speccy.

Issue 21*
Rambo — you've seen the film, (*No I haven't! Ed*) now play the game • ***Impossible Mission*** — read the review and make it possible • **Game Plan** — write the game of your dreams.

***Programs for this issue are available on Digi'T'ape — see the ad in this issue of Your Sinclair.**

Order your back issues now!

Please send me the following back issues of *Your Spectrum* — UK £1.10 inc. p&p, £1.50 Europe, £1.70 rest of the world.

Issue 1 ☐	Issue 14 ☐	Issue 18 ☐
Issue 5 ☐	Issue 15 ☐	Issue 19 ☐
Issue 12 ☐	Issue 16 ☐	Issue 20 ☐
Issue 13 ☐	Issue 17 ☐	Issue 21 ☐

I enclose a cheque/postal order for £..........made payable to Sportscene Specialist Press Ltd.

Name ....

Address ....

....

..........Postcode ....

Please fill in this form and send it to *Your Spectrum*, Back Issues, PO Box 320, London N21 2NB. You can use a photocopy if you aren't into mutilation.

TASK FORCE

***Ian Hoare* puts the bounce back into your routines and perks up your programs!**

Send your routines to: Task Force, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

Now that those long winter evenings are coming to an end and spring is in sight you may well be tempted to spend less time with your Speccy. Well, I disapprove! So, this month I've got loads of brilliant routines to keep you tapping the night away.

And what better place to start than with three machine code routines from **Andrew Brown** of Wetherby, West Yorkshire. Despite my requests he sent them in as POKEs, what do you think this is, *Hacking Away*? Anyway I couldn't resist them so I've converted them to Assembler Mnemonics. You're lucky this time Andrew! The first is a case convertor that changes between upper and lower case. It can be used to alter variable names and it doesn't touch text between quotes.

```
10              ORG   16384
20   PROG       EQU   23635
30   VARS       EQU   23627
40   ENTER      EQU   13
50   NUMBR      EQU   14
60   QUOTE      EQU   34
70              LD    HL,(PROG)
80   LINE       LD    DE,5
90              LD    BC,(VARS)
100             AND   A
110             SBC   HL,BC
120             RET   NC
130             ADD   HL,BC
140  PLUS5      ADD   HL,DE
150  CHAR       LD    A,(HL)
160             CP    QUOTE
170             JR    Z,END_Q
180             CP    ENTER
190             JR    Z,LINE
200             CP    NUMBR
210             JR    Z,SKIPE
220             CP    "a"
230             JR    C,LEAVE
240             CP    "{"
250             JR    NC,LEAVE
260             SUB   32
270             LD    (HL),A
280  LEAVE      INC   HL
290             JR    CHAR
300  SKIPE      INC   HL
310             JR    PLUS5
320  END_Q      LD    B,H
330             INC   HL
340             CPIR
350             JR    CHAR
360             END
```

The code can be loaded anywhere, though Andrew reckons that if it's in screen memory it can't interfere with any other programs. The short Basic routine below asks whether you want to convert to or from upper case then POKEs the appropriate values into the code before calling it.

```
9996 INPUT "Upper or Lower Case
(U/L) ? ";LINE a$: IF a$="U" or
a$="u" THEN GOTO 9998
9997 POKE 16414,97:POKE 16418,12
3:POKE 16421,214:GOTO 9999
9998 POKE 16414,65:POKE 16418,91
:POKE 16421,198
9999 RANDOMIZE USR 16384
```

I would've actually used the printer buffer at 23296 and if you decide to do so you'll have to work out the addresses where you want the POKEs made.

Andrew's second routine renumbers lines. It isn't intelligent and won't renumber GOTOs, GOSUBs and so on but that would take about 500 bytes! It's very fast though, and renumbers all the lines in a program in the steps you want. Again Andrew suggests using screen memory, but you may find it better to use the printer buffer so I've set up the assembler ORG to do just that!

```
10              ORG   23296
20   PROG       EQU   23635
30   VARS       EQU   23627
40              LD    HL,(PROG)
50              LD    DE,0
60   LINE       LD    BC,(VARS)
70              AND   A
80              SBC   HL,BC
90              RET   Z
100             ADD   HL,BC
110             LD    B,1
120  ALTER      INC   DE
130             DJNZ  ALTER
140             LD    (HL),D
150             INC   HL
160             LD    (HL),E
170             INC   HL
180             LD    C,(HL)
190             INC   HL
200             LD    B,(HL)
210             ADD   HL,BC
220             INC   HL
230             JR    LINE
240             END
```

Once again, there's a line of Basic to put the step value into the code and if you want to change the address where you're going to run the code you'll have to work out where to put the POKE.

```
9999 INPUT "STEP = ? 1 to 255 ";
a: POKE 23312,A:RANDOMIZE USR 23
296
```

Andrew's final program enables you to do block line deletes — very handy! I've altered his Basic to use the DEF FNs for hi and lo byte calculation from the first ever *Task Force* which saves a bit of space. I've also set up the code in the printer buffer.

```
10              ORG   23296
20   L_ADD      EQU   6510
30   RECLM      EQU   6629
40              LD    HL,0
50              CALL  L_ADD
60              PUSH  HL
70              LD    HL,0
80              INC   HL
90              CALL  L_ADD
100             POP   DE
110             CALL  RECLM
120             RET
```

Since this uses two of the 48K ROM routines it can't be used with a +2 or a 128K Spectrum in 128K mode! The routine L_ADD returns in the HL register pair the address of a line number, passed to it in the HL pair. The routine RECLM takes two addresses in the HL and DE register pairs and reclaims (deletes) the space between them. It then resets all the pointers to take account of the changed program. This short Basic program calls the actual code.

```
1 DEF FN h(x)=INT (x/256):DEF FN
l(x)=x-256*FN h(x)
9996 INPUT "1st Line number to
delete ? ";a: LET x=23297: GOSUB
9999
9997 INPUT "Last Line number to
delete ? ";a: LET x=23304: GOSUB
9999
9998 RANDOMIZE USR 23296: STOP
9999 POKE x,FN l(a): POKE x+1,
FN h(a): RETURN
```

Thanks very much for those three little routines, Andrew — let's see some more like that!

Christian Keane from Liverpool wrote in with an interesting question. Whilst he was reading through the User Guide, he noticed a real oddity. In the list of the character set and its numerical equivalents and the assembler mnemonics associated with those numbers, the instruction LD (nn),hl appears twice! Once against Hex 22 and once after ED as Hex 63. Very odd indeed!! He asks the reasonable question, "Is this a mistake, should one of them be a different instruction, or do both of them do the same thing?" I've done a bit of research on this and both number sequences do indeed go LD (nn),HL as the book says! If you look a bit further, you'll find there are other similar instructions. LD (nn),IX is DD 22 nn and LD (nn),IY is FD 22 nn. In general all instructions using the two index registers mimic the HL register instruction, but with DD and FD added for the IX and IY registers respectively.

Have a butchers at the instructions LD (nn),BC LD (nn),DE LD (nn), SP and you'll see that they all have a similar structure with HL in the middle! Like this:-

LD (nn),BC ED 43 nn
LD (nn),DE ED 53 nn
LD (nn),HL ED 63 nn
LD (nn),SP ED 73 nn

So, in answer to your question, I reckon the two different ways of doing the same thing were left in, to give compatibility with other similar commands. Obviously it would be sensible to use the shorter instruction under normal circumstances.

It's now my turn to grovel as I made, shock horror, a mistake in January's *Task Force*! In **John Taylor's** routine for storing and sorting numbers, there were two errors! Line 70 should have read DJNZ SETUP and line 160 should have been LD HL,STORE. Thanks **Terry** from Cardiff from pointing it out. I consider myself severely reprimanded.

You'd never believe how many letters I've had about the routine I published for rounding off numbers to any number of decimal places, using a mask. Most people had written routines that were much shorter. But I must say that though I published a longer routine, it was because it could be used to round off to any number of places in a single routine.

I did get an extremely elegant program from **Tony Sollars** from Leatherhead though, which actually defines a function to do the rounding! Cop a load of this!

```
1 DEF FN d(p,n)=( INT ((n*(10^p
))+0.5))
10 REM here is an example of
using it
20 INPUT "Number to be rounded
";n
30 INPUT "Number of decimal
places ";p
40 LET x= FN d(n,p):PRINT x
```

Very nice indeed, Tony. And here's a little teaser to keep you going till next month. Tony asks this question with reference to an extension to that function. "In addition to the above, I added the following lines to my program so that if the result is an integer the following zeros after the decimal point were printed.

```
40 IF x=INT x THEN LET x$=STR$
x+".":FOR g=1 TO p: LET x$=x$+
"0": NEXT g: GO TO 60
50 PRINT x
55 STOP
60 PRINT x$
```

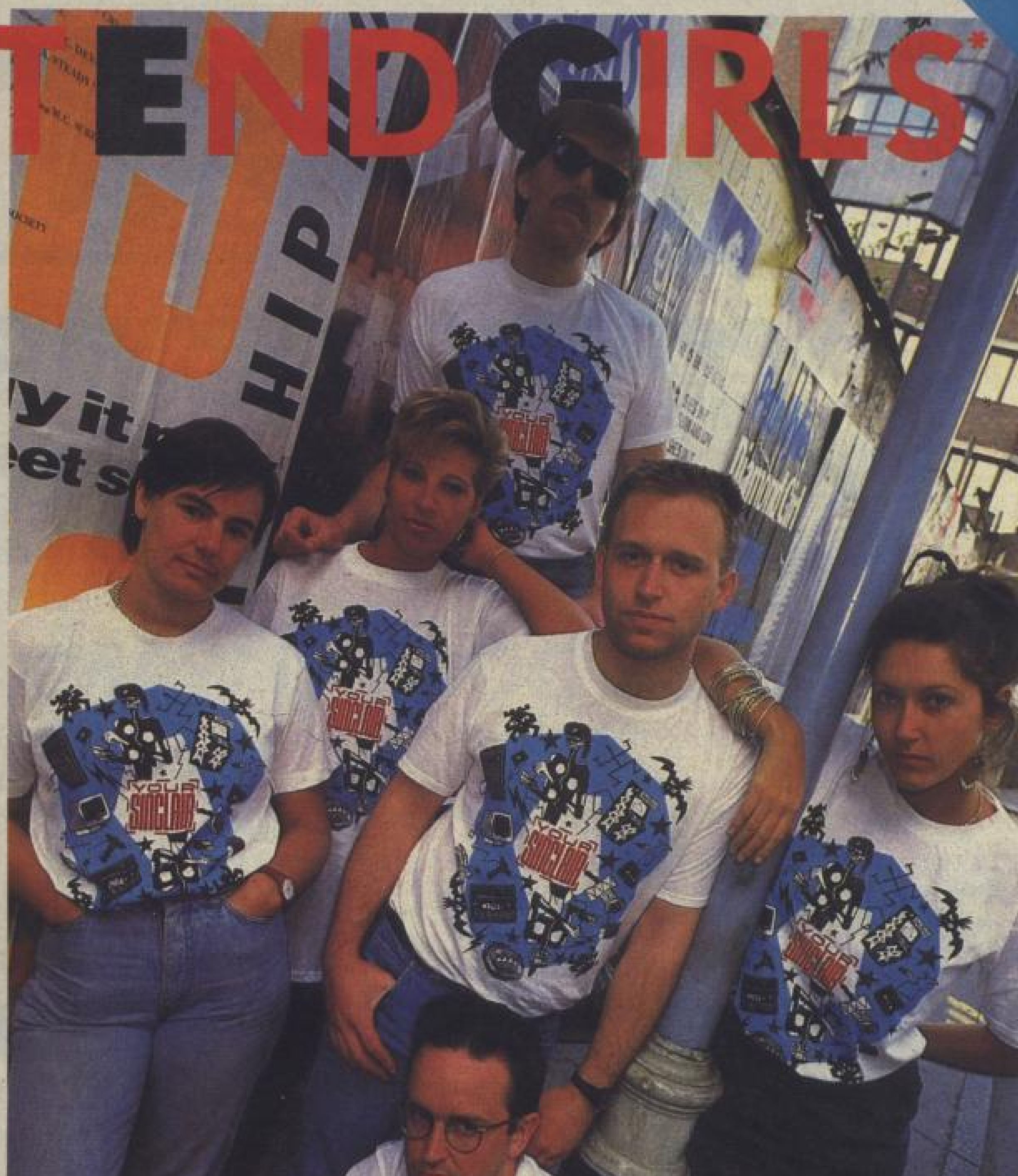
"But if 3.0016 is the number in line 10 and 2 is the number in line 20, and 3 is the result in X in line 30, line 40 is still ignored even though the argument is 'IF 3 = INT 3'. Can anyone explain?"

Well, I had a look at the program, Tony, and the really interesting thing is that if you do, as a direct command PRINT INT (FN d(n,p)), with the values 10 and 2 for n and p respectively, you get the value 9!! Now that *is* really odd. Who can write and tell us both what's going on? Tee hee!!

All letters win a YS badge

VEST END GIRLS*

Special limited edition T-shirts — only £4.50 each.



Vest friends.

What's more trendy than Tina Turner, more stylish than Paul Weller, more flexible than Rolf Harris's didgeridoo, more colourful than Madonna's make-up, more washable than Simon le Bon, more hip than Shakin' Stevens, got more coverage than Freddie Mercury's toupée? Well, it's not this lot for sure. It's the *YS* T-Shirt!

At last, after all your requests, here's what you've been waiting for. A full-colour piccy of the YS team? Nope. Better than that — it's the brand new YS T-shirt. Now you can look just like this Mötley Crüe — though fortunately, it's not obligatory.

You can forget your C&A, M&S, BHS, DMs and all the rest. The only letters that stand for fashion this year are YS. Fully washable, 100 per cent cotton, hi-style YS T-shirts will be covering all the best bodies from Paris to Penge, from Milan to Morecambe Bay.

And they're not only the hippest things with four holes but they have a hundred and one uses too. You can wear them, hang them in your wardrobe, fold them up and keep them in a drawer . . . Well, that's three uses to start you off.

But best of all, they only cost £4.50 each including post and packing, so you can afford to wear nothing else. Well, perhaps you'd better wear a pair of trousers if you don't want to get arrested!

*(AND BOYS)

VEST OF THE BEST

I'd like to in-vest in a fabulous *YS* T-shirt. I'm sending you the paltry sum of £4.50 to cover the cost of the most stylish piece of soft wear since the flare.

Name ....

Address ....

....

....Postcode...........................

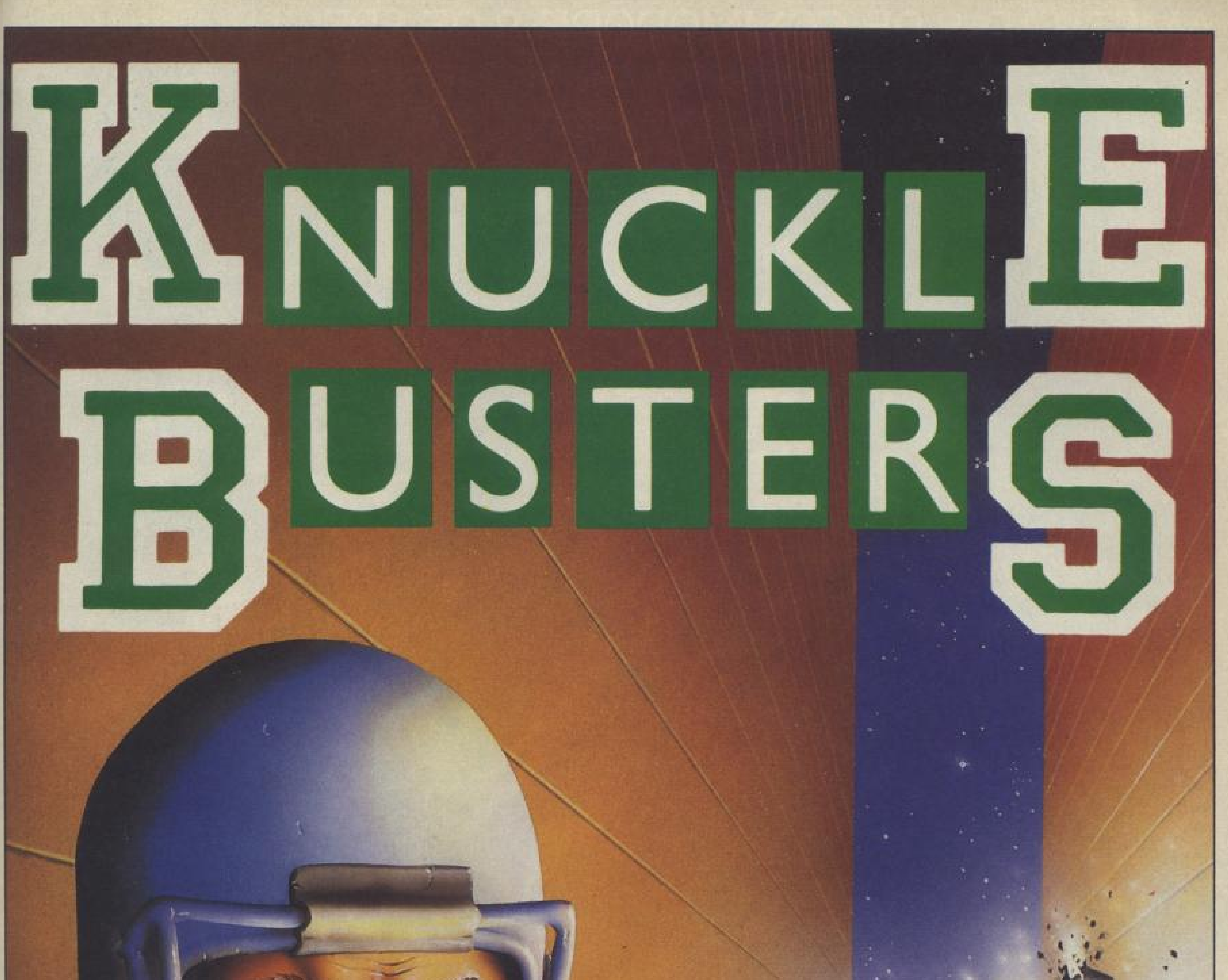
Now send me...............T-shirts at £4.50 each including post and packaging. (Please make all cheques or Postal Orders payable to Sportscene Specialist Press.)

For the perfect cover up, I'd like the following sizes:

Small ☐ Medium ☐ Large ☐ XLarge ☐

The vest is yet to come — so please allow 28 days for delivery.

Send your T-shirt money to: YS T-shirt offer, PO Box 320, London N21 2NB


KNUCKLE
BUSTERS
Commodore 64 (cass) £9.95
Commodore 64 (disk) £14.95
Spectrum 48/128 £8.95

AMSTRAD 8.95 COMMODORE 8.95 SPECTRUM 7.95



SHORT CIRCUIT™

It was a one-in-a-million accident – but Number Five, designed to be a strategic artificially intelligent weapons system, the most sophisticated robot on the planet, has escaped – and has come to the conclusion that he's alive! Now the scientist who put him together wants to take him apart again to find out what went wrong. The president of Nova Robotics wants to capture him before the weapons he's carrying kill millions of civilians. And the security chief wants to blow him up so that he can get home in time for dinner.

YOU are Number Five... YOU are alive and YOU have got to stay that way!

ocean

Ocean Software Limited
Ocean House · 6 Central Street · Manchester · M2 5NS
Telephone 061 832 6633 · Telex 669977 Oceans G



HEART TO HARTNELL

Feeling out of sorts? A dose of *Tim Hartnell* should put you right.

Did you know that 90 percent of all computer programs do some kind of sorting? Well, they do according to Jonathan Amsterdam (*Byte Magazine* Sept '85), and that's a whole lot of programs.

The most basic type of sort is where a series of strings are placed in alphabetical order or a list of numbers are put in ascending or descending order. Whether you're sorting names of products in a storeroom, a mail list ranked in the Post Office's peculiar number and letter combination or the results, from highest to lowest within a class, of an examination, similar sorting techniques can be used.

However there's a mind-boggling number of sorting algorithms you can use and they vary enormously in their efficiency. So, I'm going to take a look at five different types of sorting programs, where the most efficient one works thirty times faster than the least efficient one. And when you're working with a computer like the Speccy which in Basic doesn't hold the world record for running faster than a speeding bullet, the efficiency of a sorting program can be crucial!

If you're sorting a short list it doesn't really matter which type of sort you use but it becomes increasingly important as the list gets longer. And if you're writing a business application that occasionally sorts a long list or sorts a short list frequently it's imperative that you choose the right routine.

Trouble is, choosing the correct sort for the job isn't that easy since you have two conflicting requirements — storage space and execution time. Some sorts demand no additional memory other than that holding the original unsorted data but in the worst case a second array equal in size to the array that holds the original data is needed to hold elements during a sort.

In the following programs the list to be ordered is an array filled with random numbers that have to be sorted into ascending order. You can alter the number of elements in the list very easily to show how the efficiency of some sorts declines dramatically as the length of the list increases.

BUBBLE SORT

All the programs illustrated here use the Spectrum's internal clock to see just how long each sort has taken. In *Bubble Sort* the time it takes to put a small list in order is proportional to the square of the number of elements to be sorted. Try it for yourself.

```
 10 REM BUBBLE SORT - PROGRAM A
 20 INPUT "HOW MANY ITEMS TO SO
RT? ";N
 30 DIM A(N)
 40 FOR Q=1 TO N: LET A(Q)= INT
(RND*N+1) : NEXT Q
 50 PRINT "SORT STARTING NOW ...
"
 55 POKE 23674, 255: POKE 23673,
255: POKE 23672, 255
 60 LET K=1
 70 LET X=A(K): LET Y=A(K+1)
 80 IF X<Y THEN GO TO 140
 90 LET A(K)=Y: LET A(K+1) = X: L
ET TEMP = K -1
 100 IF TEMP=0 THEN GO TO 140
 110 LET X=A(TEMP): LET Y=A(TEMP
+1): IF X<Y THEN GO TO 130
 120 LET A(TEMP)=Y: LET A(TEMP+1
) = X
 130 LET TEMP=TEMP-1: GO TO 100
 140 LET K=K+1: IF K<N THEN GO T
O 70
 145 PRINT (65536*PEEK 23674+PEE
K 23672+256*PEEK 23673) /50
 150 PRINT "SORT FINISHED": BEEP
 1,5: BEEP 1,10
 160 FOR J=1 TO N: PRINT A(J),:
NEXT J
```

The table below shows the different times it took my rubbery old 16K Speccy to work through lists of varying lengths:

Elements	Time Taken (seconds)
20	6.64
50	41.86
100	179.92

The time taken to sort out longer lists rises quite unacceptably. If you had a list of 10,000 numbers to sort, you could practically run a half-marathon, shake Uncle Clive by the hand at the finish line and be back home before it'd finished.

SWOP SORT

So, what about trying this one for size. *Swop Sort* starts with the first two elements in the list and then interchanges them if necessary. If these don't need to be swopped the program then moves on to the next two. However if a swop is needed the program carries this out and then goes back to the beginning again. This process continues until it gets to the end of the list.

```
 10 REM SWAP SORT - PROGRAM B
 20 INPUT "HOW MANY ITEMS TO BE
SORTED? ";N
 30 DIM A(N)
 40 FOR M=1 TO N: LET A(M) = INT
(RND*N+1): NEXT M
 50 PRINT "SORT STARTING NOW ...
"
 55 POKE 23674,255: POKE 23673,
255: POKE 23672,255
 60 FOR B=1 TO N-1
 70 FOR C=B+1 TO N
 80 IF A(B) <=A(C) THEN GO TO 100
 90 LET TEMP=A(B): LET A(B)=A(C
): LET A(C)=TEMP
 100 NEXT C: NEXT B
 110 PRINT "SORT FINISHED": BEEP
 1,5: BEEP 1,10
 115 PRINT (65536*PEEK 23674+PEE
K 23672+256*PEEK 23673)/50
 120 FOR J=1 TO N: PRINT A(J),:
NEXT J
```

Have a look at the table to see how it performed:

Elements	Time Taken (seconds)
20	4.54
50	26.34
100	105.52

Whereas it took the *Bubble Sort* around 42 seconds to put a list of 50 items in order, the *Swop Sort* took just 26 seconds. Try both programs with a list of 1000, and then even more numbers, to see if you can work out at which point, if any, *Bubble Sort* would become more efficient than a *Swop Sort.*

INSERTION SORT

Like the first two sorts I've looked at, the *Insertion Sort* doesn't demand any additional memory. Here the time taken to order a list is related to the number of elements in the list squared whereas in the *Swop Sort* it's related to the number of elements in the list cubed.

```
 10 REM INSERTION - PROGRAM C
 20 INPUT "HOW MANY ITEMS TO BE
SORTED? ";N
 30 DIM A(N)
 40 FOR Q=1 TO N; LET A(Q) = INT
(RND*N+1): NEXT Q
 50 PRINT "SORT STARTING NOW ...
"
 55 POKE 23674,255: POKE 23673,
255:POKE 23672,255
 60 FOR K=2 TO N
 70 LET J=K-1: LET L=A(K)
 80 IF L>A(J) THEN GO TO 110
 90 LET A(J+1) =A(J)
 100 LET J=J-1: IF J>0 THEN GO T
O 80
 110 LET A(J+1)=L: NEXT K
 115 PRINT (65536*PEEK 23674+PEE
K 23672+256*PEEK 23673) /50
 120 PRINT "SORT FINISHED": BEEP
 1,5: BEEP 1,10
 130 FOR J=1 TO N: PRINT A(J),:
NEXT J
```

Again we can see the results from the following table:

Elements	Time Taken (seconds)
20	2.92
50	16.6
100	56.46

As the number of elements doubles (from 50 to 100), the time taken increases by a factor of 3.4 which is more or less as expected, since it's related to the square of the number of elements in the list.

SHELL SORT

This routine, though it needs a little extra storage (in this case an array containing ten elements) is very fast.

```
 10 REM SHELL SORT - PROGRAM D
 20 INPUT "HOW MANY ITEMS TO SO
RT?";N
 30 DIM A(N): DIM S(10)
 40 FOR M=1 TO N: LET A(M) = INT
(RND*N+1): NEXT M
 50 PRINT "SORT BEGINNING NOW ...
"
 55 POKE 23674,255: POKE 23673,
255: POKE 23672,255
 60 LET S(1)=1: FOR J=1 TO 9: L
ET S(J+1) = S(J)*3+1: NEXT J
 70 LET P=0
 80 LET P=P+1
 90 IF S(P+2) <N THEN GO TO 80
100 FOR K=P TO 1 STEP -1: LET S
=S(K)
110 FOR J=S+1 TO N: LET L=J-S:
LET A=A(J)
120 IF A>=A(L) THEN GO TO 140
130 LET A(L+S)=A(L) : LET L=L-S:
IF L>0 THEN GO TO 120
140 LET A(L+S)=A: NEXT J
150 NEXT K
160 PRINT (65536*PEEK 23674+PEE
K 23672+256*PEEK 23673) /50
170 PRINT "SORT FINISHED": BEEP
1,5: BEEP 1,10
180 FOR J=1 TO N: PRINT A(J);"
";: NEXT J
```

After running the program with the familiar sample lists of randomly-generated numbers I got the following results:

Elements	Time Taken (seconds)
20	2.22
50	8.4
100	25.82

Wow! An amazing seven times faster than *Bubble Sort* with 100 elements and twice as fast as the *Insertion Sort*.

SORT BY COUNT

Now this one puts the others to shame in terms of speed of execution even though it needs an array in addition to the one that holds the data. The second array (C in the program) contains the same number of elements as the value of the largest element in the data so if the data array held the numbers 6, 84 and 17 C would require 84 elements. Although you're using extra memory it's well worth it 'cos the time to sort out a list of N elements is directly related to N. In fact the *Sort By Count* time increases arithmetically with the number of items so a list 100 items long should take twice as long as one of 50. Since the time taken to order a list is to some extent dependent on the value of the largest number in the list it was necessary to run a few further tests so I could compare it directly with the other Sort routines.

```
 10 REM SORT BY COUNT - PROG E
 20 INPUT "HOW MANY ITEMS TO SO
RT? ";N
 30 DIM A(N): DIM Q(N)
 40 INPUT "HIGHEST VALUE IN DAT
A? ";M
 50 DIM C(M)
 60 FOR Q=1 TO N: LET A(Q) = INT
(RND*M+1): NEXT Q
 70 PRINT "SORT STARTING NOW ...
"
 80 POKE 23674,255: POKE 23673,
255: POKE 23672,255
 90 FOR J=1 TO N: LET C(A(J))=C
(A(J))+1: NEXT J
100 FOR J=2 TO M: LET C(J)=C(J)
+C(J-1): NEXT J
110 FOR K=N TO 1 STEP -1
120 LET TEMP =A(K)
130 LET J=C(TEMP): LET Q(J) = TEM
P: LET C(TEMP)=J-1
140 NEXT K
145 PRINT (65536*PEEK 23674+PEE
K 23672+256*PEEK 23673) /50
150 PRINT "SORT FINISHED" : BEEP
1,5: BEEP 1,10
160 FOR J=1 TO N: PRINT Q(J);"
";: NEXT J
```

Range Of Numbers	No. Of Elements	Time To Sort (seconds)
1-20	20	1.32
1-50	50	3.36
1-10	100	5.08
1-100	100	6.74
1-1000	100	23.32
1-100	3000	148.26

Here's the program and the table of results.

If you look at the sort of 100 numbers in the range 1-100 and compare it with the other program results you'll see it measures up very well.

Bubble Sort —180 seconds
Swop Sort — 106 seconds
Insertion Sort — 56 seconds
Shell Sort — 26 seconds
Sort By Count — 7 seconds

Well, I hope that's sorted you out and if it hasn't it'll have at least sorted your Speccy out. If you can think of a quicker or more efficient routine write in to *Your Sinclair*, 14 Rathbone Place, London W1P 1DE and tell me.

FANZINE OF THE YEAR

Daa daa daa. Here's a fanfare for the second winner in the *YS*/Domark Fanzine Of The Year Compo. It's fantasmagorical, fantastic, fancy, fanatical and can dance the fandango! It's called *Impact* and it's great!

Fanzines floweth over. We've had loads of entries to the *YS*/Domark Fanzine Of The Year Compo – all of them fun. Don't despair if you were one of the entrants 'cos we'll be picking out a winner each month. And if you haven't entered, now's your chance to get cracking and send in your mag. The winning fanzine's publishers will receive a cheque for £50 and a framed certificate. Not to mention the fame that goes with it. Just think what it could do to your circulation. But that's not all. At the end of the year we'll be choosing an overall winner and inviting the fanzine's production team up to *Your Sinclair* to write a special *YS* feature. So don't hang about – get publishing!

This month's winning fanzine is called *Impact* and it certainly made an impact on us. It's well produced, well designed and packed with information. There's news, reviews, playing tips, competitions and a cartoon. In this issue (number 2) there's even an eight page Laserdisk arcade pull-out. *Impact's* Ed Mat Johnston reckons it's great fun putting a mag together (*We know, we know. Ed*). Here he is to fill you in on *Impact's* production.

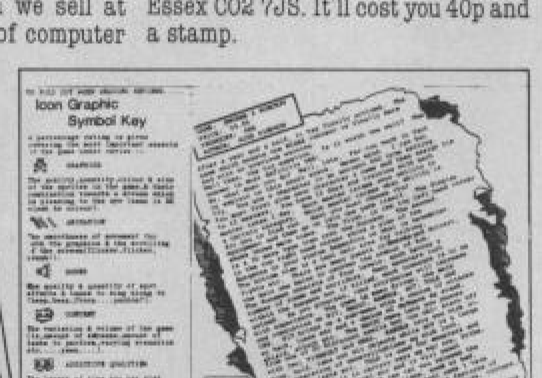


Four Eds are better than one. Here's the team making an Impact on the Spectrum scene. From left to right: Mat Johnston, Simon Waters, Kirk Weddell and Matt Clayton. Unfortunately, he's invisible.

"Though we started just under a year ago, so far we've only produced two issues of *Impact* – mainly 'cos we've all had the dreaded O levels in the way. Issue three will be out soon and we plan to go bi-monthly from now on. The magazine is produced with a typewriter and we take our own screenshots straight off the Spectrum. We usually photocopy about 150 issues which we sell at school and in a couple of computer shops. Our biggest problem is getting software houses to give us review copies of games." If you're interested in getting your hands on a copy of *Impact* write to *Impact* Publications, 94 Rainsborowe Road, Colchester, Essex CO2 7JS. It'll cost you 40p and a stamp.



A simple but effective eye-catching cover that works well in black and white. The coverlines are just right – concise but informative. Perhaps the *Impact* logo would stand out more with a sharper design.



Here's one of the review pages. There's plenty going on and the slanted text with the scroll-like effect looks good though the headings could be a bit stronger. Annotated screenshots really add something and make the whole review more interesting. Though a bit wordy, the reviews are well written and informative and best of all there's a neat little Icon Graphic Symbol Key that you can fold out to help you with the scoring system.

COMPO WINNERS

Antiriad Compo

You're an eagle-eyed lot! Sure enough, loads of you spotted that there were 12 differences in the Antiriad compo in the November issue of *YS*. The winner wins a signed original cartoon by Dan Malone and a copy of Palace Software's *Sacred Armour Of Antiriad* game, while the thirty runners up get a copy of the game each.

Winner: Michael Chandler of Bridge of Weir, Scotland.

Runners up: Mark Burgess of Winsford, Cheshire; Spencer Whyte of Weymouth, Dorset; A Green of Glenrothes, Fife; George Morton of Banbridge, N Ireland; David Williamson of Washwood Heath, Birmingham; David Taylor of Bridgend, Mid Glamorgan; Ravi Deaper of Carlisle, Cumbria; Anthony Johnson of Willesden Green, London; Paul Olley of South Shields, Tyne and Wear; Andrew Ward of Whitchurch, Bristol; Andrew Bunton of Peterborough, Cambs; Steven Miles of Wadebridge, Cornwall; Ian Doggett of Ipswich, Suffolk; Stuart Lee of Linwood, Scotland; Mark Reddick of Ayr, Scotland; A Wibberley of Belfast, N Ireland; Billy Wrighting of Winchester, Hants; Tony Desert of Garston, Herts; Robert Mellor of Huddersfield, W Yorks; Lars Stokholm of Copenhagen, Denmark; Daniel Nilsson of Tygelsjö, Sweden; James Grimes of Dublin, Eire; John Marshall of Heywood, Lancs; Adam Mayer of Liss, Hants; Harold Good of Wirral, Merseyside; Mark Docherty of Burscough, Lancs; Michael Wilkes of Solihull, W Midlands; Chris Whitehead of Rochdale, Lancs; Pamela Sellick of Abingdon, Oxon; Allan Stephens of Cardiff, Wales.

Star Trek Compo

"Analysis, Mr Spock, what do you make of this?" "Highly illogical Captain. Someone's won a Vulcan. Do they mean me?" (*They surely do! Ed*). "No Mr Spock, it's a Vulcan guitar, and it's the first prize in the *YS* compo. The 30 runners up get a copy of *Star Trek* the game and a Star Trek T-shirt each."

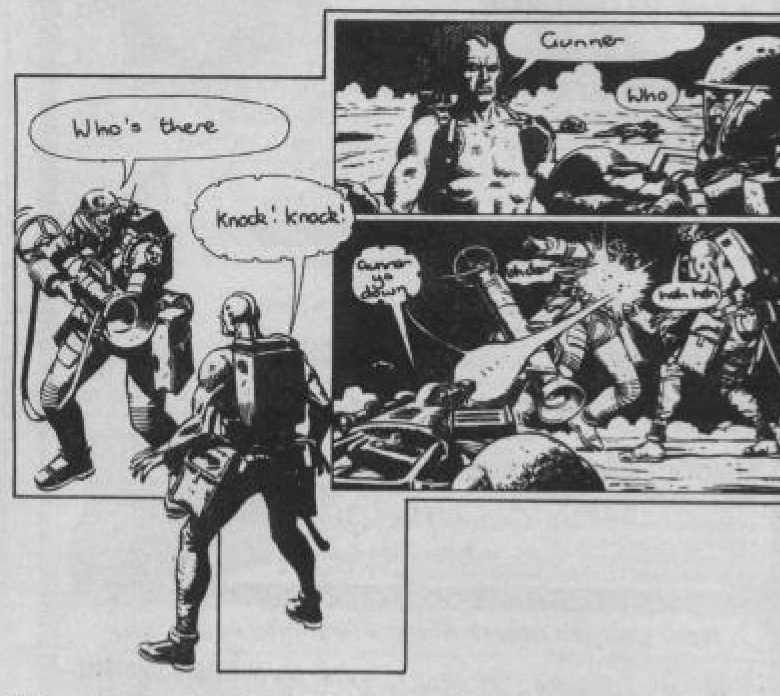
Winner: Paul Martin of Birdwell, S Yorks.



Runners up: Steve Pullinger of St Leonards, E Sussex; Dean Fisher of Nottingham; David Hosier of Hove, E Sussex; Tim Mitchell of Blackburn, Lancs; T Park of Wishaw, Lanarkshire; M Monaghan of Dublin, Eire; Edward Robinson of Liss, Hants; Alan Thorne of Stockton on Tees; Sam of Tottenham, London; M Usher of Offerton, Stockport; S Martin of Romney Marsh, Kent; P Armstrong of Tooting, London; Paul Walsh of Prestwich, Manchester; William Brown of Dumfries, Scotland; Stephen Henstead of Wigan, Lancs; Kevin Jones of Fishponds, Bristol; Georg Madsen of Hammershøj, Denmark; Peter Andrews of Swanage, Dorset; Mark Butcher of High Wycombe, Bucks; Nicholas Brinn of Canvey Island, Essex; A Phillips of London; Noel Wallace of Wandsworth, London; Martin Alexis of North Woolwich, London; Michael Wilson of Walsall, Staffs; Colm Andrew of Hyde, Cheshire; Kevin Etheridge of Dundee, Scotland; Danny Silva of Crowhurst, E Sussex; J Riddell of Herne Bay, Kent; Tony Marshall of Heywood, Lancs; Tim Smith of Sittingbourne, Kent.

Rogue Trooper Compo

Borag thungg, earthlets! Absolutely splundig – that's what Tharg the Oid thought about your entries to the Rogue Trooper Compo. He finally picked out the winner and the thirty runners up, though. And they were:



Winner: Darren Fowlen of Nantwich, Cheshire.

Runners up: Andrew Ray of Maidstone, Kent; Susan MacNeil of Clarkston, Glasgow; Peter Savage of Milton Keynes, Beds; Marianne Ackroyd of London; Howard Lazarus of Old Portsmouth, Hants; Petteri Torvinen of Helsinki, Finland; Robert Norton of Wolverhampton, W Midlands; Martin Edge of Ventnor, Isle of Wight; Steve Burrows of Wallington, Surrey; Guy Maile of Clynderwen, Dyfed; Toby Dickenson of Newcastle upon Tyne, Tyne and Wear; Dave Trevor of Guildford, Surrey; Roy Pittendrigh of Morpeth, Northumberland; Chris Rose of Salisbury, Wilts; Stephen Roe of North Yate, Bristol; M Drake of Croydon, Surrey; Darren Ross of Sunderland, Tyne and Wear; Allan Dixon of Hull, Humberside; Steve Friel of Highams Park, London; David Poole of Borehamwood, Herts; S Collins of Mitcham, Surrey; Kate Reid of Edinburgh, Scotland; C Moore of Intake, Sheffield; Adam Featherston of Swinton, Manchester; Jason Crossland of Manchester; John Dourish of Gateshead, Tyne and Wear; I'm a dirty old man Shaw (*Too right son! I've read your entry. Ed*) of Nailsea, Avon; Lisa Gilbert of Maidstone, Kent; Victor Bell of Clifton, York; Andy Prendergast of Clayton Bridge, Manchester.

Jewels Of Darkness Compo

Just like clockwork! That's how the Jewels Of Darkness Compo went. There were ten differences between the pictures, and these eagle-eyed people spotted just that! A swish, Swiss, Swatch watch is on its way to each of them.

Bryan Steele of West Drayton, Middlesex; George Elliott of Magherafelt, N Ireland; Dennis Ruddick of Newcastle upon Tyne, Tyne and Wear; Tristan Lloyd of Maidenhead, Berks; Paul Warren of Ilford, Essex; L Barrass of Balby, Doncaster; A Hulmes of Altrincham, Cheshire; Wayne Birch of Caistor, Lincs; Sweyn Simpson of Inverness, Scotland; Nicholas Clark of Wisbech, Cambs.

Wet T-shirt Compo

We told you there was no need to get shirty, didn't we? These ten winners didn't, and came up with the right answer of (b) Van Heusen, to win twelve wonderful T-shirts. No washing for a whole year! Wheeeeee!

Wayne Brill of Ipswich, Suffolk; Nick Reeves of Weston super Mare, Avon; Daryll Parson of Purfleet, Essex; Jane Wright of Greenhills, East Kilbride; Anthony Bradley of Stirling, Scotland; Alex Nicholls of Minhead, Somerset; Trevor Wright of Melton Mowbray, Leics; Julian Mawson of Guiseley, Leeds; Sloan Kelly of Girvan, Ayrshire; Barrie Day of Rayleigh, Essex.



Can't get a regular copy of *Your Sinclair*? Don't bottle it up, don't whine to your newsagent! Just take this *YS* Special Reserve ad to your local News Cellar and he'll lay down a copy of *Your Sinclair* for you every month to be sampled at your convenience. It's a must!

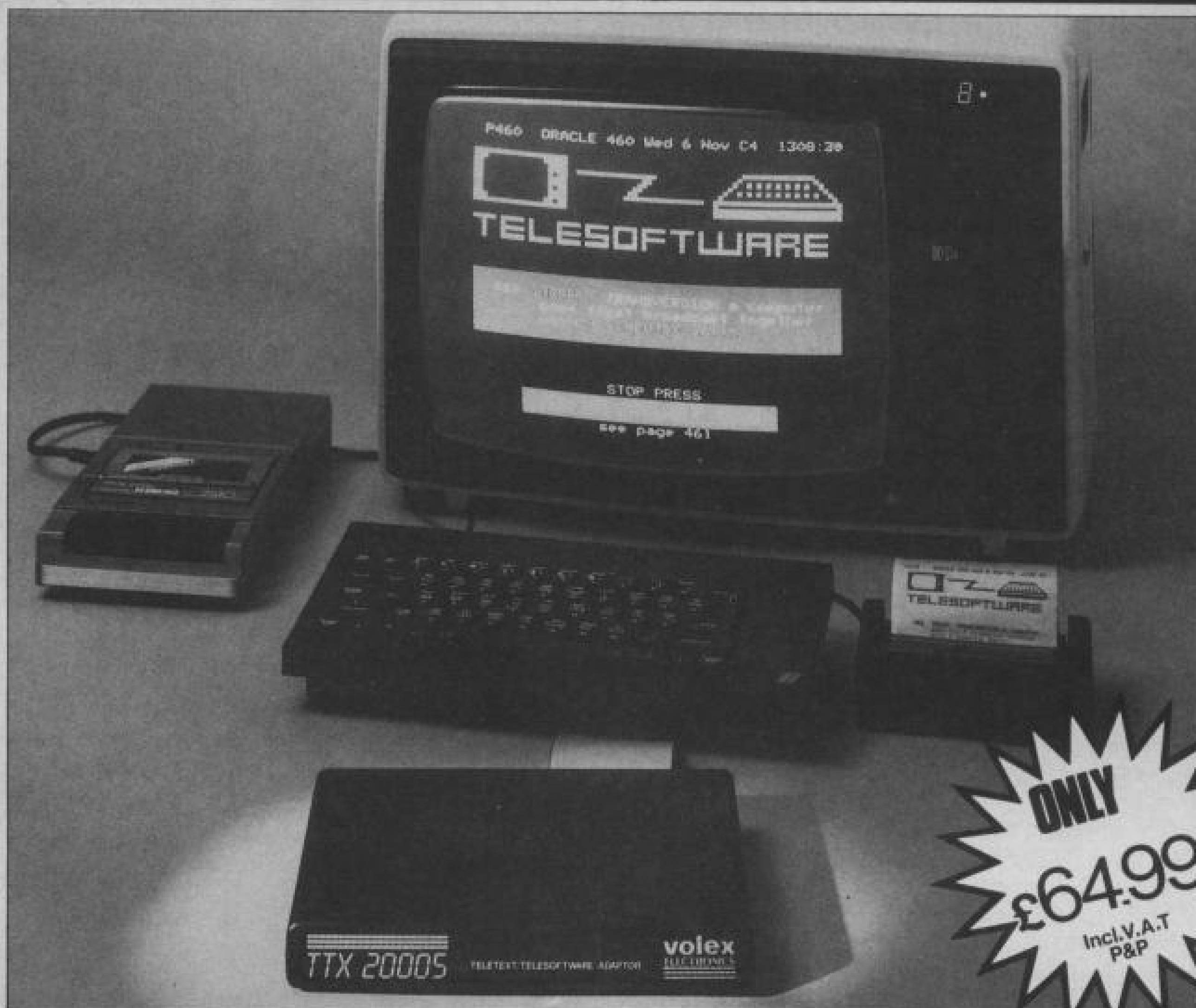
A man walks into a bar. Ouch! It was an iron bar.

THE VOLEX TTX2000S

· FREE COMPUTER PROGRAMS · INSTANT SPORTS RESULTS · CONSTANT T.V. UPDATE ·

ALL FREE FROM ANY T.V. VIA THE VOLEX TELETEXT – TELESOFTWARE ADAPTOR

A WORLD OF INFORMATION AT YOUR FINGERTIPS



ONLY £64.99 Incl.V.A.T P&P

TELETEXT

is extra information available day or night whilst television transmitters are on air and without any charge and can now be enjoyed without the need of having a special Teletext T.V. set. All you need is to plug in your VOLEX TTX2000S Adaptor to receive 4-Tel from Channel 4, CEEFAX or ORACLE services.

TELESOFTWARE

is the name for computer programs which are broadcast as Teletext. Thus they may be loaded "OFF-AIR" into your Spectrum instead of being loaded from, say, tape or microdrive. 4-Tel is Channel Four's Teletext magazine and they are now broadcasting FREE telesoftware. Because of the special nature of teletext these programs are frequently updated – so you will not see the same thing each time you run the program.

EASY TO SET UP AND USE

As simple procedure tunes the VOLEX Adaptor to your local teletext channels. All loading of Telesoftware is via an index page on 4-Tel which the Adaptor will automatically find and display for you. Absolutely no modification is necessary to T.V. or computer. A comprehensive manual being supplied.

STORING PAGES

With the Volex Adaptor it is possible to send received pages to your printer or to Microdrive for storage and later recovery.

THE VOLEX TTX2000S

IS THE ADAPTOR APPROVED BY CHANNEL FOUR T.V.

Simply write out your order and post to
VOLEX ELECTRONICS, STOWELL TECHNICAL PARK,
ECCLES NEW ROAD, SALFORD, M5 2XH. TEL. 061-736 5822.

I enclose cheque/P.O. payable to VOLEX ELECTRONICS
OR charge my ACCESS/BARCLAYCARD/VISA number:

NAME ____________

ADDRESS ____________

TTX2000S

VOLEX ELECTRONICS
A DIVISION OF VOLEX GROUP p.l.c.

YS SUBSCRIPTIONS

FREE!

A GREAT NEW OCEAN/ IMAGINE GAME~FREE WHEN YOU SUBSCRIBE TO *YS*

Taking out a subscription to *Your Sinclair* could* change your life.

Yes, you only have to order one of these amazing Ocean/ Imagine games — worth up to £9.95 in the shops — and you'll get twelve issues of *Your Sinclair* absolutely FREE!

Let's put it another way . . . Take out a subscription to *Your Sinclair* — at the never-to-be-repeated (until next month) price of £15 — and get an Ocean/Imagine game of your choice absolutely FREE! It's up to you. Who but *Your Sinclair* could come up with such an astonishing range of offers?

And just think what you'll get for your 15 quid. Only the most spanking Sinclair monthly on the market, that's all. Just think, that's 12 **T'zers**, **Hack Free Zones**, **Hit Lists**, **Task Forces**, **Backlashes** and about eight billion **megagames**, **adventures**, **maps**, and **screenshots** and . . . and . . . What more could you want? (Except a Porsche, a Caribbean cruise, £20 million in a numbered account and a weekend on a yacht with our luscious Ed.)

All you have to do is send us your cheque or postal order for £15 and every month, right on the button (or doormat, it's up to you), you'll get your issue of YS full of chuckles, chortles and all the latest games. We'll even wrap every copy in a hand-tooled plastic bag, so you can be sure that it'll arrive clean, unsullied and unread by Postie.

And of course there's your glistening new Ocean/Imagine game to enjoy. You've got a choice of four. There's no better deal in the known universe.

So what's the catch, you're probably asking. When I sign the form below, am I in reality signing away my children/selling all my worldly goods for 50p/undertaking to buy two million tons of fudge? No, of course not (heh heh heh). We're just unbelievably generous. Honest.

So get on with it. You never know, we may just change our minds.

***Your Sinclair cannot accept responsibility for readers whose lives are not completely, utterly and without a shadow of a doubt changed.**

PICK A GAME. ANY GAME. WORTH UP TO £9.95. YOURS FOR FREE!



Double Take
You won't be in two minds about choosing this supberb game from Denton Designs.
Worth £7.95



Short Circuit
Life is not a malfunction — get Ocean's fab new film tie-in at £7.95 below normal price.
Worth £7.95



Stars On 128
At last a compilation of games written especially for the Spectrum +2.
Worth £9.95



Arkanoid
33 screens of fast wallbashin' excitement that'll make you breakout of your shells.
Worth £7.95

YOUR SINCLAIR SUBS

How can I refuse this amazing offer. Please start my subscription to *YS* from the.......................................issue.

Please tick the appropriate box:

☐ One year £15 UK and Eire
☐ One year £20 Europe
☐ One year £25 rest of known cosmos. (Unknown cosmos, rates on application.)

NOTE: This offer applies to overseas readers too!

The free Ocean/Imagine game I'd like is:

☐ **Double Take**
☐ **Short Circuit**
☐ **Stars On 128**
☐ **Arkanoid**

Your free game will be sent separately from your first copy of YS. Because these are all brand new games, we can't put a date on when they'll arrive. Please be patient.

I enclose my cheque/Postal Order payable to Sportscene Specialist Press Ltd for £.......................................

☐ Please charge my Access/Visa/American Express/Diners/ Mastercharge card number.......................................
(Delete where applicable)
Signature.......................................
Name.......................................
Address.......................................
....
....

Now send the completed form with payment or credit card number to:
Your Sinclair Subs, 14 Rathbone Place, London W1P 1DE. If you don't want to cut up your magazine, use a photocopy of this coupon.

OFFICE USE ONLY

S P Y * *

Start 1 1 1 1 End

Rate ✓✓

C 9 9 9 9 D D M M Y Y


SPECTRUM +2 AND 128
INTERNATIONAL MATCH DAY
NOW FEATURING EUROPEAN COMPETITION
BUMPER PACK OF 4
Yie Ar KUNG~FU +2
Konami
MORE DEVILISH OPPONENTS
THE STAR'S ON THE 128
MUSIC AND ENHANCED GAME-PLAY
128K HIT GAMES
SPECIALLY WRITTEN FOR THE BIG MEMORY SPECTRUM PACKED WITH EXTRA ACTION MUSIC & FUN
Daley Thompson's SUPER-TEST 128K
PISTOL SHOOTING
SPRING BOARD DIVING
TUG O' WAR
GIANT SLALOM
CYCLING
ROWING
PENALTIES
SKI JUMP
100m SPRINT
JAVELIN
TRIPLE JUMP
HURDLES
12 EVENTS
THE NEVERENDING STORY
© Neue Constantin Filmproduktion GmbH 1984
Imagine ...the name of the game
£9.95
ocean
6 CENTRAL STREET, MANCHESTER M2 5NS TELEPHONE: 061 832 6633 TELEX: 669977

BACK ISSUES

Fourteen fantasmagorically flash back issues of *Your Sinclair*? And I can get the lot? Let me at 'em!

FREE

BACK ISSUES!
New! Buy three or more back issues and choose another one free! Buy ten or more and get another two free! Just tick the ones you want on the coupon and enclose a cheque or postal order for the correct amount.



1 **Jan '86 • Games:** *Rasputin/Commando/Saboteur/NeverEnding Story/Winter Sports* **• Features:** David Crane interview/*Droid Wars*/*Chopper Mission*/*Worm/Morse Saga*

2 **Feb '86 • Games:** *The Young Ones/Bladerunner/Three Weeks In Paradise/Beach Head II/The Worm In Paradise* **• Features:** Joysticks: ten best test/Maclone/Matthew Smith interview/Art Studio reviewed

3 **Mar '86 • Games:** *Movie/V/Zoids* **• Features:** *Switcha* three programs at once/SpecDrum: the drum kit in a box/Wham! Music Box: Melbourne House's music package

4 **Apr '86 • Games:** *Max Headroom/Skyfox/Lord Of The Rings* **• Features:** *Art Studio*: get the most from it/128 Review/*Dimmer Switch*: TV protection

5 **May '86 • Games:** *Batman/The Planets* **• Features:** Micronet: communications explained/*Turbo Loader*:load listings in less time/ Interview: with the Elite programmers/ Adventures: Mike Gerrard joins YS

6 **Jun '86 • Games:** *Ghosts 'n' Goblins/Way Of The Tiger*/128K Games: review round-up **• Features:** *SuperColour*: multi-coloured character squares/Hardware Bonanza: the latest Speccy add-ons/*Tasword III*

7 **Jul '86 • Games:** *Rock 'n' Wrestle/Heavy On The Magik* **• Features:** Music Hardware: makin' music/Saga 2001 Keyboard/Interview: Gargoyle's Greg Follis and Royston Carter

8 **Aug '86 • Games:** *Paperboy/Pyracurse/The Price Of Magik* **• Features:** Hardware Special: get the most for your money/*Animator 1*: draw your own conclusions/*Speech Melba*: speech synthesis on the Speccy

9 **Sep '86 • Games:** *Miami Vice/Jack The Nipper/Hijack* **• Features:** Free: wild 'n' wacky YS stickers/It's All In The Wrist Action: T'zer's action-packed arcade special/ *Heavy On The Magick* poster map to plot your route

10 **Oct '86 • Games:** *The Great Escape/Trap Door* **• Features:** Free Trainspotter's Guide Booklet/*Elite*: the complete hackers guide/Hard Facts Special: the 128K Speccy exposed

12 **Dec '86 • Games:** *Dandy/Avenger/Uridium/WAR/Lightforce/Trailblazer/Dragon's Lair* **• Features:** Music Feature: hit that perfect beep/Readers' Survey: see what everyone else thought

13 **Jan '87 • Games:** *Space Harrier/Star Glider/Gauntlet/Fat Worm Blows A Sparky/Thanatos/They Stole A Million* **• Features:** Carry On Screening: T'zer's magnificent movie special/Compliment System: Saga's complete hardware system/Red Box: the Red Revolution's coming

14 **Feb '87 • Games:** *Short Circuit/Aliens/Gauntlet/Fairlight II/Contact Sam Cruise* **• Features:** Hard Facts Special: lots of hardware, and for less than £100/You Can Be An Artist II: SofTechnic's new arty package

15 **Mar '87 • Games:** *Auf Wiedersehen Monty/The Hive/Fist II — The Legend Continues/Space Harrier/Hacker II* **• Features:** Sports Feature: Gwyn and Rachael shape up/ RamPrint: perfect printing every time

Programs for these issues are available on Digi'T'ape.

AVAILABLE ON DIGITAPE

STOP PRESS —

The November '86 issue is now sold out!

Order Your Back Issues Now!

January '86	☐	June '86	☐	December '86	☐
February '86	☐	July '86	☐	January '87	☐
March '86	☐	August '86	☐	February '87	☐
April '86	☐	September '86	☐	March '87	☐
May '86	☐	October '86	☐		

UK £1.10 each inc p&p, Europe £1.50, Rest of the world £1.70.
Don't forget: Three or more — tick another one free, ten or more — tick another two free.

I enclose a cheque/postal order for £................made payable to Sportscene Specialist Press Ltd.

Name..

Address..

....

....Postcode...............

Complete and return this coupon to: *Your Sinclair* Back Issues, PO Box 320, London N21 2NB.

Use a photocopy if you don't want to cut up the mag.

CLASSIFIED

YOUR SINCLAIR

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION

YOUR SINCLAIR

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

Please send now for a free catalogue of our library of Spectrum software for hire.

- ★ Hire from only 75p (not inc Discounts).
- ★ Huge range of ex chart games available.
- ★ All tapes originals.
- ★ Many games still being added.
- ★ 7 day hire (first class post).
- ★ No extra postage charges.
- ★ Hundreds of music tapes as well.
- ★ Life membership only £2 (refundable within 21 days if not satisfied).
- ★ Bulletin every two months.

More details from:

SOUNDBOX, SOFTWARE, DEPT YS
P.O. BOX 12, RENFREW,
RENFREWSHIRE PA4

FAST COMPUTER REPAIR CENTRE — IN LONDON

- ★ BBC Micro, Commodore, Spectrum
- ★ Amstrad, Others
- ★ We sell spare parts
- ★ Used Micros bought and sold
- ★ Eprom Programming Service

phone 01-863 7166

PROMPT ELECTRONICS
Unit 4, 15 Springfield Road,
Harrow, Middx. HA1 1QF
(entrance in Amersham Road)

AT LAST THE REAL McCOY

FOOTBALL DIRECTOR

ONLY AVAILABLE ON SPECTRUM 48K OR +

FOUR LEAGUES : 20 TEAMS EACH : 38 GAME SEASON : HOME AND AWAY : FA/LEAGUE CUPS REPLAYS : EUROPEAN/U.E.F.A./CUP WINNERS CUP : 2 LEGS : AGGREGATE : PENALTIES : PLAYERS : MORALE : SKILL : FIELD POSITION : SCORED : CONCEDED : PLAYED : FIXTURE LIST : P.W.D.L.F.A.PTS. : SCOUTS : COACH : PHYSIO : YOUTH TEAM : GAMBLE : SUBSTITUTIONS : SENDING OFFS : POSTPONEMENTS : MIDWEEK GAMES : MORE THAN 1 WEEK INJURIES : FREE TRANSFERS : RETIREMENTS : BUY/SELL SHARES : 3 PLAYER TRANSFER MARKET : INTERNATIONALS : EUROPEAN TOURS : 3 LEVELS : MANAGER RATING : £1,000,000 PLAYERS : PRINTER OPTION : 8 RESERVES : PROMOTION : RELEGATION : WEEKLY NEWS : BORROWING : MORTGAGE : SAVE GAME : INTEREST : TAX : SPONSORS : FULL RESULTS : SEASON TICKETS : NEXT GAME : GATE MONEY : SEASON COUNTER : TV CAMERAS : CROWD VIOLENCE : MANAGER APPROACHES : TESTIMONIALS : WEEK'S PROFIT : LMTG COUNTER : WAGES : INTERNATIONAL COMMITMENTS : NAME/TEAM EDITOR : LEAGUE TITLES AND MUCH MORE.

2 PLAYER SUPER LEAGUE

MANY OF THE ABOVE FEATURES BUT 2 TEAMS CAN PLAY IN THE SAME OR DIFFERENT DIVISIONS : INCLUDES LOCAL DERBYS : LOAN/FREE TRANSFER AND CASH SETTLEMENTS INCREASED TRANSFER MARKETS : MANAGER OF THE MONTH AND TOP SCORERS LEAGUE.

INTERNATIONAL MANAGER

QUALIFYING GROUPS : WORLD CUP : EUROPEAN CUP : TOURS : BOOK YOUR FIXTURES : FRIENDLIES : HOME AND AWAY : MATCH REPORTS : SUBSTITUTION : NEXT FIXTURE : PLAYERS : MORAL : FORM TALENT : CONSISTENCY : CAPS : AGE : AVAILABILITY : SUSPENSION : INJURIES : RETIREMENTS : SCORED : WORLD RANKING : SEASON COUNTER : EXTRA TIME : PENALTIES : SAVE GAME AND PRINTER OPTION : BOOKINGS : SENDING OFFS AND MUCH MORE.

RECORDS FILE COMPATIBLE WITH ALMOST ANY LEAGUE TABLE : ESPECIALLY DESIGNED FOR FOOTBALL DIRECTOR AND 2 PLAYER SUPER LEAGUE : ENTER YOUR END OF SEASON DATA AND IT WORKS OUT : BEST TEAMS : TEAMS AVERAGES : RECORDS : TITLE WINS : HOW MANY SEASONS PLAYED AND OTHER INFORMATION (THIS IS NOT A GAME)

PLAYING TIPS ALL THE TIPS YOU NEED TO WIN AT EITHER FOOTBALL DIRECTOR, 2 PLAYER SUPER LEAGUE OR INTERNATIONAL MANAGER **£1.00**

EACH GAME £7.50 ANY TWO £14.00
ANY THREE £20.00 ALL FOUR £25.00

Enclose cheque/PO and large s.a.e. with 20p stamp attached per cassette

D & H GAMES

19 MELNE ROAD, STEVENAGE, HERTS SG2 8LL
MAKES THE OTHERS LOOK LIKE THE SUNDAY LEAGUE

BOX CLEVER WITH BOXOFT and WIN WIN WIN

BOXFORM for the flat. The **only** Spectrum program that analyses the form book. Displays records of over **4000 horses** covering **3 years form.** See at a glance a horses going, course and distance requirements and the time of year it is at its best.

Race summary shows the horse **"best in at the weights".**

Can also be used to adjust a private handicap for weight and age.

FOOTBALL BOXFORM analyses football form. Now includes **non-league** sides, the only program to do so.

£12 each program or £20 for both

BOXOFT (DEPT Y)
65 ALLANS MEADOW, NESTON,
SOUTH WIRRAL L64 9SQ

SINCLAIR SERVICE CENTRE

- Fully Guaranteed Fast Repair Service
- Approx. 24hr Turnaround
- £15 av cost or send machine with £1.95 (return p&p) for free estimate
- Personal callers welcome

QUANTUM ELECTRONIC SERVICES
33 CITY ARCADE,
COVENTRY CV1 3HX

Tel: (0203) 24632

SPECTRUM REPAIRS

We expertly repair Spectrums for £17 inclusive of parts and labour and return postage.

Spectrums upgraded 48K for £34.
Keyboard faults only £12.

R.A. ELECTRONICS
133 London Road
South Lowestoft, Suffolk
Tel: (0502) 66289

CUT PRICE SOFTWARE

★★BEST SELLERS★★ | ★★STAR BUYS★★ | ★★BEST SELLERS★★

SPECTRUM	RRP	OUR PRICE	SPECTRUM	RRP	OUR PRICE	SPECTRUM	RRP	OUR PRICE
Stars on 128 & +2	9.95	6.95	Art Studio 128	24.95	19.95	Fist 2	8.95	6.50
Legend of Kage	7.95	5.50	Elite	14.95	11.95	Silent Service	9.95	7.25
1942	•7.95	5.50	Tasword 128	13.90	11.95	Hive	9.95	7.25
Jack the Nipper	7.95	5.50	Ikari Warrior	7.95	5.50	T T Racer	9.95	6.95
Firelord	8.95	6.50	Great Escape	•7.95	5.50	Dan Dare	•9.95	6.95
Bombjack 2	7.95	5.50	Mag Max	7.95	5.50	Laser Genius	14.95	11.95
Double Take	•7.95	5.50	Commando 86	7.95	5.50	Knight Orc	14.95	11.95
Samurai	9.95	6.95	Starglider	•14.95	11.95	Footballer/Year	7.95	5.50
Hit Pak	•9.95	6.95	Short Circuit	7.95	5.50	Top Gun	•7.95	5.50
Infiltrator	9.95	6.95	Academy (Tau ceti)	8.95	7.25	Star Games One	9.99	7.25
Konami's Coin Op	9.95	6.95	Uridium	•8.95	6.50	Nemesis	7.95	5.50
Scalextric	9.95	7.25	Impossaball	8.95	6.50	Theatre Europe	9.95	6.95
Sold A Million 3	•9.95	6.95	Kayleth	9.95	7.25	Scooby Doo	•7.95	5.50
Ghost & Goblins	•7.95	5.50	Leaderboard	7.95	5.50	Aliens	9.99	6.95
Butch Hard Guy	•7.95	5.50	City Slicker	8.95	6.50	Paperboy	•7.95	5.50
Five Star	9.95	7.25	Deep Strike	9.95	6.95	Best Beyond	9.95	6.95
Dragons Lair 2	8.95	6.95	10th Frame	8.95	6.95	Dark Sceptre	14.95	11.95
Donkey Kong	7.95	5.50	Graphic Ad Creat	22.95	18.95	Gauntlet	9.95	6.95
Yie Ar Kung Fu 2	7.95	5.50	Konami Jail Break	•7.95	5.50	Trivial Pursuit	•14.95	11.95
Crash Smash's 3	9.95	6.95	Masters/Universe	9.95	6.95	Headcoach	8.95	6.50
Super Soccer	•7.95	5.50	Xevious	7.95	5.50	Space Harrier	•7.95	5.50
Durell's Big 4	•9.95	6.95	Nosferatu	9.95	6.95	The Boggit	7.95	5.50
Silicon Dreams	14.95	11.95	Indoor Sports	•8.95	6.50	Stunning Skimmer	7.95	5.50
Jewels Darkness	14.95	11.95	Ace	9.95	7.25	Konami golf	7.95	5.50

This is just a small selection from our stocks. Please ring for more details. P&P included. Overseas orders add 75p per tape. For up-to-date lists please enclose S.A.E. mail order only. Please send cheques/PO payable to C.P.S. Visa/Access orders welcome by phone.

CUT PRICE SOFTWARE (DEPT. 4),
Unit 6, Stort House, Riverway, Harlow, Essex CM20 2DW
Tel: (0279) 24433 (24 hr ansaphone) or (0279) 31956

VISA

48k SPECTRUM

Fed up with ordinary fruit machine games?

★ NOW ★

A fruit machine simulation with the most up-to-date features, sound and graphics

FRUIT 2010

- ★ *For fruit machine experts to fun players*
- ★ *The most advanced and realistic fruit machine simulation*

FEATURES: Real reels—Gold Rush—Roulette-style-gamble—£100 jackpot—Holds—easy keys—Nudges—HIGH-speed Spinning Reels—Save Down—Large Graphics—Mystery Box—USES ALL 48K—12 different fruits—super sound—Cash Run—MULTIPLE ODDS—multi-colour—MAX. NUDGES—Number board
PLUS LOTS MORE

Please send £6.95 which includes P&P.
Cheques or P.O. to—
ROSSWARE (YS12), 646 London Road
Westcliff, Essex SS09HW
FOR FAST DELIVERY
Software from ROSSWARE

AVIS DE RECHERCHE

Qui? public FRANCAIS et FRANCOPHONE. Ou? du MONDE ENTIER
Signe particulier:
POSSESSEUR **DE SPECTRUM ou QL**

CONTACTEZ-NOUS DE TOUTE URGENCE

Nous stockons TOUTE la gamme de
LOGICIELS, PERIPHERIQUES, ACCESSOIRES et PIECES DETACHEES
pour **SPECTRUM et QL**

Vente par correspondance ULTRA-RAPIDE
Expedition immediate PAR AVION vers tous pays

Ecrivez-nous EN FRANCAIS afin de recevoir le catalogue et tarif complet EN FRANCAIS se rapportant à votre ordinateur (préciser le modèle S.V.P.).

Si vous êtes pressé: pour tout renseignement, téléphonez-nous EN FRANCAIS au +44 291 257 80 (à partir de votre travail ou de chez un ami, c'est moins cher!).

DUCHET Computers
51 Saint-George Road — CHEPSTOW NP6 5LA — ANGLETERRE
Téléphone: +44-291 257 80

Pourquoi une publicité en Francais?
C'est evident: notre équipe est FRANCAISE et dynamique! Nous sommes basés en Angleterre pour mieux servir notre clientèle.

BLANK CASSETTES

ON SPEC MICROS

WITH LIBRARY CASES

	10	15	30
C10	4.18	5.95	10.55
C15	4.30	6.20	10.90
C20	4.42	6.35	11.25

Cheques payable to

'ON SPEC MICROS'
1 Delph Cres'., Clayton,
Bradford, West Yorks.
BD14 6RY
TEL: (BRADFORD) 814400

CLASSIFIED

YOUR SINCLAIR

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION

YOUR SINCLAIR

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

FOURTH DIMENSION SOFTWARE

SPECTRUM TITLES	RRP	OUR	SPECTRUM TITLES	RRP	OUR	SPECTRUM TITLES	RRP	OUR
Footballer of the year	7.95	5.95	Masters of the Universe	8.95	6.70	Trivial Pursuit	14.95	11.20
Super Soccer	7.95	5.95	Cyberun	8.95	6.70	Asterix	8.95	6.70
Leaderboard	7.95	5.95	Formula One	7.95	5.95	They Sold a Million III	9.95	7.45
Jonamais Golf	7.95	5.95	Figher Pilot	7.95	5.95	Trailblazer	7.95	5.95
Nightmare Rally	7.95	5.95	Back to the Future	9.99	7.45	The Great Escape	7.95	5.95
Hardball	8.95	6.70	Commando	7.95	5.95	Firelord	8.95	6.70
T.T. Racer	9.95	7.45	1942	7.95	5.95	Sacred Armour of Antiriad	8.95	6.70
Break Thru	8.95	6.70	Fist II	8.95	6.70	Highlander	9.95	7.45
Way of the Exploding Fist	8.95	6.70	Dandy	7.95	5.95	Return to Oz	7.95	5.95
Yie Ar Kung Fu	7.95	5.95	Uridium	8.95	6.70	Kwah	7.95	5.95
Shao Lins Road	8.95	6.70	W.A.R.	7.95	5.95	Fairlight II	9.95	7.45
Kung Fu Master	7.95	5.95	Ace	9.95	7.45	Dragons Lair	9.95	7.45
Avenger	9.95	7.45	Top Gun	7.95	5.95	Scooby Doo	7.95	5.95
Uchi Mata	8.95	6.70	They Stole a Million	8.95	6.70	Aliens	9.95	7.45
Infiltrator	9.95	7.45	PSI: 5	7.95	5.95	Paperboy	7.95	5.95
Light Force	7.95	5.95	Explorer	7.99	5.95	Space Harrier	7.95	5.95
Strike Force Cobra	9.95	7.45	Temple of Terror	9.99	7.45	Bomb Jack	7.95	5.95
Jail Break	7.95	5.95	Dodgy Geezers	7.95	5.95	Bomb Jack II	7.95	5.95
Dark Sceptre	9.95	7.45	Xevious	7.99	5.95	Bobby Bearing	7.95	5.95

This is just a small selection from our stocks. For up-to-date peripheral and software list please send s.a.e. to:

FOURTH DIMENSION SOFTWARE
85 Fortescue Road, Colliers Wood, London SW19 2EA

Please make cheque/postal orders payable to F.D.S. Mail order only (overseas add 75p per tape)

SOFT-LINK

SPECTRUM 16/48/+/128K AND COMMODORE 64/128K SOFTWARE LIBRARY

BORED WITH PLAYING THE SAME OLD GAMES ? JUST LOOK AT WHAT MEMBERSHIP TO SOFTLINK (N.I) WILL OFFER YOU.

- FIRST FREE HIRE
- 7 DAYS FULL HIRE
- CLUB RENTAL CATALOGUE
- FREE MONTHLY PRIZE DRAW
- FREE TO ENTER COMPETITIONS
- MEMBERSHIP FEE IS ONLY £ 2.00
- MANY TITLES AT DISCOUNTED PRICES
- THE LATEST TOP CHART TITLES AVAILABLE
- TAPE AND MICRODRIVE HIRE FOR THE SPECTRUM
- HIRE DISCOUNTS OFFERED ON FOUR TITLE ORDERS
- HUGE LIBRARY OF EX-CHART TITLES ARE AVAILABLE
- TAPE, DISK AND CARTRIDGE HIRE FOR THE COMMODORE
- HIRE PRICES RANGE FROM £0.75p PER TITLE PER WEEK
- REGULAR UPDATE LISTS GIVING NEW TITLES AVAILABLE
- ALL ORIGINAL SOFTWARE SUPPLIED WITH DOCUMENTATION
- BI-ANNUAL NEWSLETTER GIVING HINTS, TIPS, POKES, etc.
- ARCADE, ADVENTURE, EDUCATIONAL AND BUSINESS SOFTWARE
- RETURN POSTAGE CHARGES/PACKING ARE PRE-PAID BY SOFTLINK
- UP TO FOUR INDIVIDUAL TITLES CAN BE HIRED AT ANY ONE TIME

SOFTLINK (N.I),
19 DUNLOY GDNS.
NEWTOWNABBEY,
CO. ANTRIM,
BT37 9HZ

SEND CHEQUE/P.O. MADE PAYABLE TO 'SOFTLINK (N.I)', OR SEND A S.A.E. (10" x 7"). PLEASE STATE COMPUTER TYPE.

NEW TAPE UTILITY 9

This program gives a tape back-up of most software! Even converts most jerky loaders to normal for reliable loading. Manages very long programs (even 51K!), fast loaders, etc, etc. State type of Spectrum when ordering (48K, 128K, etc.). **£6.99 on tape (£4.99 if updating).**

NEW TRANSFER PACK 3 — FOR TAPE TO DRIVE

A software system to convert many TAPE based programs to your DRIVE (no matter what type) + OTHER USEFUL UTILITIES. Most jerky loaders are EASILY converted to drive. Pack has at least 7 programs! Opus/Beta owners add £1 for OPTIONAL extra program. **State TYPE of Spectrum + name of DRIVE when ordering** (e.g. 128K Spectrum and Microdrive). **£11.99 on TAPE or £12.99 on m/drive cartridge.** (£6 if updating).

INFORMATION SHEETS — £1 each — approx. 8 transfers of popular programs per sheet — needs TP3. Up to No. 25 available. **SPECIAL OFFER — Nos. 1-20 only £4.50.**

MICROTRANS — for m/drive to m/drive back-up + tape to drive (inc. headerless) — does NOT convert programs. Includes MICROTAPE and RUN programs. ONLY £3 on Tape, £4.50 on Cart. For any Spectrum. **CODE COMPRESSOR — £3.50.**

Overseas: add £1 Europe, £2 others each product. SAE for details.

NO RISK — ALL PROGRAMS CARRY OUR MONEY BACK GUARANTEE (not updates).

LERM. DEPT YS. 11 BEACONSFIELD CLOSE.
WHITLEY BAY NE25 9UW
TELEPHONE: 091 2533615

HAYES COMPUTER CENTRE

(Sales and Service)

Stockists of Home and Business Micro-computers

SOFTWARE

HARDWARE, BOOKS AND ACCESSORIES

Specialists in the repair of all Sinclair Products (Spectrum and QL's)

1000 UXBRIDGE ROAD
HAYES, MIDDX
Tel: 01-573 2726 (24 hr ansaphone)

SINCLAIR REPAIRS

We offer a complete repair service on Sinclair products.

Spectrum/Plus	£17.00	Interface 1	£18.00
Spectrum 128/+2	£30.00	Microdrive	£18.00
Sinclair QL	£30.00		

SPECIAL OFFERS

Spectrum Power Supply	£10.00
Keyboard Upgrade to Plus	£30.00
Quickshot 2 + Kempston Interface	£12.00
ZX Expansion System includes Interface 1, Microdrive, Bleeds + Cartridges	£50.00

Please add V.A.T. to above prices
Send cheque or P.O. with repair or
SEND NO MONEY C.O.D. SERVICE AVAILABLE

MICRO:MEND
The Old School, Main Street, Farcet, Peterborough PE7 3DB
Tel: (0733) 241718

BRADWAY SOFTWARE (YS)

LETTA-HEAD PLUS The most versatile Spectrum utility program for designing and printing business and personal stationery; receipts, letterheads, labels, posters, etc. Create the design on screen using inbuilt graphics or load any SCREENS from an arts package, add text from the library of 25 different fonts, select the required output format and print all the copies you need. **Price only £9.00.**

DUMPY 3 Fast becoming the de facto standard screendump program, producing all the screen dumps you will ever need for your Spectrum! No need to understand assembler; DUMPY's code GENERATOR creates the screendump, relocates it, and saves it ready for use in your programs. Over 1000 different size, shape and density screendumps, anywhere in RAM! Price less than 1p per dump!! **£8.50.**

LIN-O-TYPE Add style to your written word, Print out any wordprocessor file on tape, microdrive or disc in high density NLQ in a choice of 25 fonts, or turn your Spectrum into a full WYSIWYG electronic typewriter, superb for addressing envelopes, filling in forms or writing short notes. **Price £8.50.**

ASTRUM+ NEW!! The very best Z80 assembler and monitor package for the Z80 assembler and monitor package for the Spectrum: Exceedingly versatile, powerful and easy to use; Full wordprocessor style editor; Unlimited source code; Assembly using microdrives or the Opus Discovery; Command driven monitor with multiple breakpoints, single stepping, slow run, etc. **Price £13.50** (state microdrive or Opus version).

DISC MANAGER NEWEST!! A brand new utility for users of the Discovery drives; Full disc sector editor and file management program; Erase, rename, copy groups of files; Examine, modify and understand disc directory information; Examine, modify and recover damaged data. **Price £10.50** on 3½" disc only.

Bradway Software programs drive most (currently 16 different) interfaces; Letta-Head, Dumpy & Lin-O-Type require as Epson compatible printer and are compatible with Microdrive, Wafadrive & Disc. Prices are for cassettes, include full instructions and P&P within Europe; please add £2.00 worldwide airmail postage, £1.50 for microdrive cartridge or disc. Send for further details!

33 Conalan Avenue, Sheffield S17 4PG

HARDWARE

■ Microdrive, nine cartridges and storage case £25. Interface 1 £25. Multiface 1 £25. Alphacom 32 printer and four rolls of paper £15. VTX 5000 modem £25. Phone Rupert on (0883) 43894.

■ Currah MicroSpeech for sale. As new, unused. Several for sale at only £12 each inc. postage. Phone 01-460 7932 or write to 8 Leybourne Close, Bromley, Kent BR2 9DZ.

■ 48K Spectrum, Saga 1 keyboard, Interface 1, Microdrive, 30 cartridges, Multiface 1, data recorder, joystick, mags, £300 worth of software, computer table. Whole lot cost £750+, will sell for £280 ono. May separate. Phone Paul on 01-890 9343 anytime.

■ Brother HR5 printer (parallel interface) with paper and ribbon £45. Kempston interface 'E' £25. Tandy CGP115 graphic printer with paper and pens £35. Phone 021-778 1719 after 6pm.

■ For sale: Speccy+ £100, with tape deck, interface, Quickshot, four games from *Top Gun, Gauntlet, Space Harrier, Starglider, Shao-Lin's Road* and loads more. Phone Hadleigh 555756 for details.

■ Will sell 128K Speccy, tape recorder and joystick interface, manuals and leads and games for £149. Write to Russ, 9 Ledbury Walk, Cottesmore, Oakham, Leics. Or will swop for a Speccy +2.

■ Rotronics Wafadrive, five months old, perfect nick. Includes excellent manual, RS232, Centronics, *WordPro*, four blank cartridges. £45 ono. Write to Hugh Neilson, 1 Coates Place, Edinburgh EH3 7AA.

■ RGB output module by Adapt Electronics — connects Spectrum to a monitor. Cost £37 but will sell for £25. Phone Ipswich 47845.

■ Interface 1, two microdrives, Interface 3, transfer box, *Trans-Express*. Boxed, as new. £80. Phone Duncan 041-956 4293 evenings and weekends.

■ Spectrum 48K, Dk'Tronics keyboard, Wafadrive, Alphacom printer, cassette recorder, joystick, several games, business and utilities software (on cassette and wafers). Also books and manuals. £300. Phone Graham on (0402) 221036 evenings.

■ Timex 2040 printer £10 or swop for *Trivial Pursuit, Cyrus II* or any decent joystick. Phone Brad on 01-458 7855.

■ 16K ZX81, 48K Spectrum, Lo-Profile keyboard, all leads, software (worth £130+), mags, books — only £125 ono. Write to Dave Holt, 30 Brookside Avenue, Grotton, Oldham, Lancs OL4 4LJ.

■ 48K Spectrum, Dk'Tronics keyboard, joystick and interface, printer and 47 games for only £130. Phone Richard on (0935) 841444.

■ 48K Spectrum+, WH Smith Datacorder, Kempston Pro joystick interface, Quickshot II, Currah MicroSpeech and MicroSlot, £200 worth of games and magazines. Worth over £400, sell for £150 ono. Phone Shaun (0935) 873093 evenings only.

■ Spectrum 48K and software, Interface 1, Microdrive and software, wafadrive and software, Kempston Centronics interface, ZX printer and paper, Alphacom 32 printer and paper. Offers? Phone 01-291 3108 after 6pm

■ Interface 1, microdrive, 20 cartridges filled with new games/utilities. Three foot microdrive cable. Excellent condition. Worth £100+. Sell for £75. Phone Simon after 6pm on Kettering (0536) 710278.

■ Rotronics Wafadrive, word processor and two blank wafers. Hardly used. Only £30. Phone (0224) 691418 and ask for Ian.

■ Will swop a Quickshot II joystick and Interface for software, or will sell for £15 (cost £23). Write to Mark Reynolds, 86 Clos Glanlliw, Pontlliw, Swansea SA4 1EH. All letters answered.

■ Spectrum 48K+ with: recorder, dust cover, printer, Quickshot II joystick, Kempston interface, carry case, 12 games, leads and manual. Boxes if necessary. Bargain!! Only £139!! Phone (0908) 662345 anytime.

■ Bargain: ZX expansion system includes microdrive, Interface 1 and software. Extra cartridges in box, total 17 cartridges. Boxed, mint condition. Still under guarantee - £70. Phone 061-773 4482.

■ 48K Spectrum+, data recorder, two interfaces, three joysticks, Amplisound and Currah Speech unit, lots of games, over thirty mags. Value £840. Will accept £150 ono. Phone Dave on 01-690 9465.

■ For sale — Tasman Centronics interface (will drive any printer with parallel connection). Complete with software/cable — full working condition. £15 complete. Phone Chorley 76171.

■ Sinclair ZX Spectrum 128K £90 ono. WH Smith data recorder £15. Both in "as new" condition. Phone 041-959 6125 and ask for Gregor.

■ Spectrum+, Spectrum joystick and interface, Laser Basic and compiler, cassette recorder. Will take £95 ono or exchange for Opus Discovery disk drive or microdrive with Interface 1. Phone 01-697 0840.

■ Up for grabs — an amazing bargain — three rolls of ZX printer paper for only £4. It can't be true! Please write to Nicholas Wall, 17 Goffe Close, Watton, Thetford, Norfolk IP25 6EF.

■ Speccy+ for sale with *Ollie And Lissa, Transformers, Frogger, Skooldaze, Hypersports, Chequered Flag, Horace Goes Skiing, Horace And The Spiders, Night Flight II, Chess, Pedro, Finders Keepers, Everest Ascent, Way Of The Exploding Fist, 3D Full Throttle, Automania, Pyjamarama* and others. £100 ono. Phone 021-427 6100.

■ *Your Spectrum* issues 1 to 21 (except 2 and 7) excellent condition, open to offers of cash or QL compatible items. Phone (0326) 311800.

■ 128+2 Speccy and Kempston mouse, 128 *Advanced Art Studio, Starglider*, Speed King joystick and interface, 128 joystick and ten 128K games — *Fairlight, Arc Of Yesod, Winter Games* etc. Also 50 48K games — *Gauntlet, 1942, Rogue Trooper, Uridium* etc. Everything still boxed — £280 the lot ono. Phone Andy 01-579 1869.

■ For sale — 48K ZX Spectrum, Interface 2, joystick, printer, Currah Speech, software, books — £170. Also with Interface 1 and cartridges £270. Phone (03587) 315 and ask for Mark.

■ ZX Microdrive and Interface 1, with cartridges and box, plus software (tapes only). £85 the lot. Will separate. Phone Bloxwich 407496 and ask for Neil after 7pm weekdays, 9pm weekends.

■ Currah MicroSpeech for sale. New and unused! Bargain! £12 only. Phone Richard on 01-460 7932 evenings and weekends.

■ For sale. Datel lightpen and interface. Boxed with software and instructions. Hardly used. £10. Phone Stoke on Trent 271488 evenings.

■ Spectrum 128K, lots of original games, all leads but no cassette, manuals, Currah MicroSpeech, RAM Sound Sampler (brand new), joystick and interface. Quick sale needed, will separate. £170 ono. Phone (0772) 796980 and ask for David.

INPUT • OUTPUT • YOUR SINCLAIR 14 RATHBONE PLACE LONDON W1P 1DE

Hankering after hardware? Sighing after software? Need to talk to someone quick? Put your free ad in YS and solve all your problems!

SOFTWARE

■ Will swop *Scooby Doo, Knight Tyme, Stainless Steel, Thrust, Ghosts 'n' Goblins, 1942* and many more. Please write to Kevin Ponder, 82 Millstream Close, Hitchin, Herts SG4 0BD.

■ Over 200 titles including *Jack The Nipper, Paperboy, Batman, Quazatron, Way Of The Tiger, Commando, Ghosts 'n' Goblins, Spindizzy, Bomb Jack* and many more. If you're interested in swopping, send your list to Jason Duduk, 98 Manningford Road, Druids Heath, Birmingham B14 5LX.

■ Loads of games to swop. Send your list for mine to Mark Byrne, 13 Verbena Grove, Sutton, Dublin 13, Eire. Fast reply to all letters received.

■ Hey you! Got plenty of software? Want to swap it? I've got over 450 games. For a guaranteed reply send your list to Speccy Sim, 33 Redlake, Belgrave, Tamworth, Staffs B77 2ND.

■ Swop *Full Throttle* for anything — eg *Green Beret, Glass, Glider Rider, Thrust, Beach Head, Twister, Sky Fox, Bounder, Tau Ceti, Hardball, Raid Over Moscow* and *Highway Encounter*. Please phone (0702) 554996 and ask for Mark.

■ Swop *Elite* and *Matchday*. Send your list to Nigel Nuttall, 3 Avondale Close, Darwen, Lancashire BB3 1RQ or phone Darwen 72275.

■ I'll swop *Avalon, Nodes Of Yesod, Marsport, Gift From The Gods, Airwolf, Strontium Dog, Fourth Protocol, NeverEnding Story, Rally Driver, Ghostbusters* and more. Phone Dave on 051-486 0738.

■ Swop *Storm, Spiky Harold, Jasper, Death Chase* and *Speed King II* for *Dynamite Dan II* or *TLL* or anything else. Write to P Oulet, 18 Gorse Lane, Broomfield, Herne Bay, Kent LT6 7BE.

■ Will swop *World Cup Carnival, Rambo, Highway Encounter, Shrinking Fireman, Finders Keepers, Formula One Simulator*. Any of these for either *Movie* or *Trap Door*. Phone Jamie on (0247) 426455 after 4pm.

■ I am willing to swop *Paperboy, Saboteur, Alchemist, Rambo, Molar Maul, Wild Bunch, JSW II, Tech Ted, Backpackers, Maziacs, Jetpac, Booty, Storm, Splat, Skull, Panic, Spy Vs Spy* and *The Great Space Race* for almost anything. Phone (0563) 30409 and ask for John.

■ Hi *YS*'ers. Swop *GAC* for *Thanatos* or *Gauntlet*. Phone (0272) 505620 after 5pm and ask for Zac.

■ Swop *Konami's Golf* and *Spitfire 40 128* for *Super Bowl* and *Hypersports*. Phone Richard on Norwich 53210 after 6pm

■ Swop *Elite* and *Shadow Of The Unicorn* — both boxed as new — for top games. What have you got? Write to Mick Braham, 73 Boscombe Court, Letchworth, Herts SG6 1RW.

■ Will swop *Cobra* for *Tarzan, Uridium, Green Beret, Nosferatu, Marble Madness* and *Firelord*. Phone Andrew on (0272) 504377.

■ Will swop games. I have *Avenger — Way Of The Tiger II, Tapper, Fighting Warrior* and many more. Write to Mark Evans, 15 Coggeshall Road, Marks Tey, Colchester, Essex CO6 1LL.

■ Lots of games to swop. Titles include *Bomb Jack, Bounder, Pyracurse, Rocky, Batman, Commando* and many more. Send your list for mine to John Bentley, 39/2 Baverstock Road, Maypole, Birmingham B14 5NS.

■ Do you hanker for new games? Send me your list and I will send you mine. Hans Burkens, Schubertlaan 221, 2324 CV Leiden, Holland.

■ *WAR* and other titles to swop — *Panzer Attack, 1917, Beach Head, Ant Attack, Psytron, Chuckie Egg, Dungeon Master, Battlezone* etc. Send for my list. Andrew Vickers, 64 Halsbury Road West, Northolt, Middlesex UB5 4PW.

■ Swop *Firelord* and *Uridium* for *Gauntlet* and *Paperboy*. Write to Jon King, 9 Porthminster Terrace, St Ives, Cornwall TR26 2DQ.

■ Will swop *Underwurlde, Sir Fred, Monty On The Run, Now Games I, Cassette 50* and *Speed Duel* for *Sabrewulf, Mikie, Ghosts 'n' Goblins, Saboteur* on a one for one basis. Write to Steven Brooks, 30 Cecil Road, Ipswich, Suffolk IP1 3NW.

■ Swop loads of old and new games including *Commando, Elite, Ballblazer* and *Sir Fred*. Send your list for mine. All letters answered. Please write to Jim Marnie, 49 Pitkerro Drive, Linlathen, Dundee, Scotland DD4 8AT.

■ Games to swop. Send your list for mine. Over 400 titles. Guaranteed reply. Write to Chris Lee, 15 Breamsfield, Langdon Hills, Essex SS16 6LG.

■ Over 90 games to swop. *Cobra, ICUPS, Stainless Steel, Highway Encounter, ROTW, Nodes, Bobby Bearing, Alien 8, Dun Darach* etc. Write to Simon Lennox, 53 Main Street, Castledawson, Co Londonderry, N Ireland BT45 8AA.

■ Games to swop including *Elite, 211AD, WOW Games, Panzadrome* and *Star Strike*. *World Series Basketball* wanted especially. Send list to Robin Alway, Church Cottage, Abson, Wick, Bristol BS15 5TT.

■ Will swop *Druid* and *Winter Games* for *Vera Cruz*. Also *Universal Hero* and *Conquest* for *Pole Position* and *JSW*, *Sabrewulf, Daley's Decathlon* and *Beach Head* for *Head Coach*. Write to Andrew Lees, Flat 2, 35 Crildas Avenue, Kings Norton, Birmingham.

■ Will swop *Frank Bruno's Boxing* and *Blue Thunder* for *Hardball* and either *World Series Basketball* or *Matchday*. Write to David Gold, 68 Greenland Road, Chelmsley Wood, Birmingham B37 7QB.

■ 128K software wanted to swop. I've got *Fairlight, Fairlight II, Starglider, International Match Day, Glider Rider, Elite, Desert Rats, Supertest, NeverEnding Story, Knight Tyme, Music Box* and others. Phone Julian on (0705) 375583.

●BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output *Your Sinclair*, 14 Rathbone Place, London W1P 1DE — oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

☐ Hardware ☐ Software ☐ Wanted ☐ Messages & Events ☐ Pen Pals

Name ....

Address ....

.... Postcode ....

MAGAZINE HEALTH WARNING:
Think before you snip — most people use a photocopy instead.

YS 16

WANTED

■ Wanted — *Paperboy*. I will swop any of these games for it — *Hypersports, Starion, Chuckie Egg II, Rock 'n' Wrestle, Sold A Million I, Nick Faldo's Golf, Yie Ar Kung Fu* or *Way Of The Exploding Fist*. Write to Neil Foster, 76 Julian Avenue, Acton, London W3 9JF.

■ Wanted — *Bobby Bearing*. Willing to swop for *Zorro, Bruce Lee* and *Frank Bruno's Boxing*. Phone Jamie on (0922) 412598 or write to 7 Trevor Avenue, Great Wyrley, Cannock, Staffs, W Midlands.

■ Wanted — *Pheenix* by Megadodo. Will swop for *Splat*. Also want any horse racing prediction software. Please hurry, it's urgent. Write to Gordon Watt, 34 Charles Crescent, Carluke, Lanarkshire, Scotland ML8 4NG.

■ Wanted — Interface I, microdrive (with cartridges) for *Super Cycle, Top Gun, Hunchback III, Tir Na Nog, Dun Darach, Ghosts 'n' Goblins, HOTM, Blue Max, Spitfire 40, Knight Lore*. I also want a light pen for *Pentagram, He-Man* and *180*. Phone after 5pm on (0637) 878980 and ask for Martyn.

■ Will swop *White Lightning* and *MCoder II* for a light pen. Also swop over £50 worth of software for VTX 5000 modem. All for 48K. Games include *Uridium, Green Beret, Firelord* and lots of POKEs. Please write to Wally Brown, 15 Lingdale Road, Bilton Grange Estate, Hull HU9 4LE.

■ Wanted — ZX printer. Will pay £15. Also wanted Multiface I, swop for *GAC, Dracula, Gauntlet, Dan Dare* and *Lightforce*. Phone (0554) 890237 and ask for Gethin.

■ Wanted — complete AMX Mouse. The cheese you get is 20 top games including *Uridium* and *Gunfright*. Phone (0484) 862027 after 5pm and ask for Jonathan.

■ Wanted — *Southern Belle* or *Gauntlet*. Offer *Commando, Nightmare Rally, Winter Sports, Highway Encounter, Juggernaut* or *Daley's Supertest* and *180*. Will also add *Football Manager*. Please write to Sanjoh Sen, 4 Snipe Close, Holymoorside, Chesterfield, Derbyshire S42 7HD.

■ Wanted — 48K Spectrum (working order). Will pay £20. Write to Simon Stewart, Cross Keys Hotel, Biggar, Lanarkshire, Scotland ML12 6SD.

■ Wanted — brand new games. I have other hot games. If you're interested, send your list for mine. All letters answered. Write to Morten Jacobsen, Ryetvej 49, 3500 Varlose, Denmark.

■ Wanted — any printer. I will either pay £5 or swop for software. Write to Russ, 9 Ledbury Walk, Cottesmore, Oakham, Leics.

■ Wanted — printer and interface compatible with the +2. Swop for joystick interface, *Tapper, Cosmic Wartoad* and *Legend Of The Amazon Women*. Phone (0904) 35726 and ask for Paul.

■ *GAC* wanted. Will swop for any four of *Avalon, Match Day, Pitfall II, Zaxxon, Wriggler, TLL, Technician Ted, Starion, Pyjamarama, The Prize, Full Throttle, Project Future, Ghostbusters, DTD* or *Skooldaze*. Write to Tor Harald Naeudal, Stativ 9A, 5300 Kleppestø, Norway.

■ Volex TTX 2000S Teletext adaptor. Will swop for *Gold Collection II, Winter Games, Rally Driver, Rambo* and *They Sold A Million*. Please write to Gordon Watt, 34 Charles Crescent, Carluke, Lanarkshire, Scotland.

■ AMX Mouse or similar. Will swop for *Marsport, Fairlight, Nightshade, Actro Clone, FGTH, Dambusters, Nodes Of Yesod* and *Now Games I*. Phone (08675) 6404 after 6pm and ask for David.

■ Wanted — any joystick, especially Quickshot Turbo. Phone (0968) 77292 after 5pm and ask for Russell.

■ Wanted — a reasonable joystick, preferably Quickshot II. Will swop for *Quazatron, Rasputin* and *Styx*. Please write to Wayne Clayton, 17 Hungate Lane, Filey, N Yorks YO14 0NP.

■ Please help! I need a Speccy rubber keyboard — like urgent, man! I'm not a hippy and I'll pay up to £3.50. Phone Neil on (0422) 203739 after 4pm.

■ Will swop a Kempston Mouse and *Art Studio* in vgc for Multiface I. Must be in good condition. Please write to Jason Young, 121 Gracedieu Road, Loughborough, Leics LE11 0QF.

■ Wanted — wafers for Rotronics Wafadrive. Will pay up to £2 a wafer or will swop software. Please write to Andrew Langley, 22 Brynheulog Terrace, Machen, Gwent NP1 8QB.

■ Swop my Rotronics Wafadrive and Ram Turbo joystick interface and joystick (all still in boxes) for an Opus Discovery disk drive in good nick. Phone Leeds 686916 after 6pm and ask for Jason.

■ Wanted — any hardware and peripherals for Spectrum. Swop for software. Phone 091-488 7789 and ask for Steven.

■ I would like to buy these books quickly — *Mastering Machine Code, Machine Code Language For Absolute Beginners, Complete Rom Dissassembly, How To Program The Z80* and *40 Best Machine Code Routines For ZX Spectrum*. Please phone Leabrooks 608926.

■ Wanted — Multiface I (current version). Swop for some of the following: *Starglider, Lightforce, Uridium, Fat Worm*, joystick interface and others. Please write to Lee Hodgson, 54 Church Street, Tewkesbury, Glos GL20 5RZ.

■ Wanted — *The Planets, Space Harrier, Great Escape* or *Top Gun*. Will swop for 20+ games of your choice. Write to Gary Brighton, 111 Studlands Park, Newmarket, Suffolk CB8 7AP.

■ Wanted — a ZX printer. Will pay £15 for one in good condition (and paper if possible). Phone (0782) 658951 after 5pm and ask for Mark.

■ Wanted — Alphacom 32 printer with paper for eight games. Pick from list including *Great Escape, Pyracurse, Bounder, Paperboy*. Write to Stuart Steele, 9 Denham Crescent, Mitcham, Surrey CR4 4LZ.

■ Wanted — has anyone got *Critical Mass*. I'm desperate to get hold of it. I'll give you *Commando* or *Starstrike II* as well as *Xcel*. Phone 041-954 9393 and ask for Kenny.

■ Saga keyboard for Spectrum. Will swop *The Eidolon, Emerald Isle, The Rats, Minder, I Of The Mask, Zoom, 3D Bat Attack*. Write to Ray Nurden, 57A Gaer Road, Newport, Gwent.

■ Wanted — ZX printer and paper. Will swop for *Sam Fox, Blue Max* and two Mastertronic titles. Please write to Nigel Barclay, 3 Queens Avenue, Broxburn, West Lothian EH52 5RS.

■ Wanted — Kempston interface. Will give *Quill* and *Illustrator* with instruction books. Write to R Stevens, Flat 9, Garden Cottages, Saundersfoot, Dyfed SA69 9LR.

■ Wanted — ZX printer which works (*Often helps! Ed*) and comes with paper. Contact Derek Sergeant, 23 Greyfriars Road, Broughton, Brigg, S Humberside.

■ Wanted — *Price Of Magik, Vera Cruz* and *Boggit*. Swop for *Zoids, Ghosts 'n' Goblins, Dragontorc, Batman, Robin Of The Wood, Arc Of Yesod* or *Spiderman*. Phone Julian on (0705) 375583.

MESSAGES, CLUBS & EVENTS

■ Here is a great offer! Send an sae to me and receive a great fanzine. First issue free. It's a great way to exchange everything for your Spectrum. Stuart Robertson, 55 Dundee Road, Perth, Scotland.

■ 445 POKEs only £1. Write to G Edwards, 19 The Maltings, Kings Langley, Herts WD4 8QL.

■ Hello there! I hope you are alright. Have fun — see you soon. Bye. Chris Counsell.

■ Having recently purchased 128K+2 with serial 8056 printer I would like to exchange problems, ideas etc with similar person. Interests — utilities, programming. Write to Terry Brown, 14 Woodlands, Darras Hall, Ponteland, Newcastle upon Tyne NE20 9EU.

■ United were lucky. City are the pride of Manny. Wait till March. Lianne is amazing. I hate Reds and Scousers. Vally and Housty are deranged. So am I. Hoggy, Romiley.

■ Would anyone who knows the whereabouts of my old friend Anne Gerry, 16, who used to attend Cottesmore School in Hove, please contact Gina Perry, 1 Milcote Avenue, Hove, E Sussex BN3 7EJ.

■ Humour! Satire! Potatoes! 10p plus stamp to Dave, 19 Chequers Park, Wye, Ashford, Kent for the latest Amateur Parapsychologist Monthly — the 'zine with no logical explanation! (Where's my biscuit?)

■ Yo, folks. Don't worry 'cos Stu's here. A very big Hi to Pilch, Matt, Fish, Tom, Ann, Joel, Joe Boy, Julie and Nik. Me Speccy's bust (again). Vektor's coming . . . when my CPU is fixed, so you'll have to wait. Stu Green, York.

■ Spectral Guardian Angels competition number 14. Winning solution is 4712. Angel 263 please contact Angel 1 for your top ten Spectrum games. Angels logon — Hto, Unvoqj Vaukx, Egok, Poko, Pekhuqj. (*I can't believe I'm reading this! Ed*).

■ Dearest Claire, I love you lots, honestly. Love Yak Doo. Up with the HDCP. Get well soon Fred Basset. Kill Sid and the squirrels.

■ To Barry from Sutton Coldfield. Sorry but I haven't got the mags you wanted. (I'm replying through *YS* 'cos my mum threw away your letter). From Paul of Folkestone.

■ Music Manager — the latest play by mail with the best ideas. Write to Mr Jenkins, 3 Aspen Close, Wootton Bassett, Wilts for details.

■ Modem owners. Send me a list of at least ten bulletin board etc numbers (including times, protocol) and I will send you a list exceeding 350! Mark Waller, 149 Helensburgh Road, Dunedin, New Zealand.

■ Dave needs your POKEs and tips. Top prices paid. Send them to Dave Gorham, 52 Hamilton Road, Kings Langley, Herts.

■ Virgin Game's *Horse Racing Manager*. Will swop for any two of a selection of top titles. Please write to Martyn Leaf, 72 Ribblesdale Road, Long Eaton, Nottingham NG10 3JH.

■ Own a Spectrum? Want to win £1000? If the answer is yes send an sae for more details to Katrina Wright, 159 Welbeck Crescent, Troon, Ayrshire KA10 6AP.

PEN PALS

Come on you lot. Surely you're not that shy? You'll stand a much better chance of finding your heart's desire if you get your photo printed. Go on, give it a try! What have you got to lose!



■ I'm 13 and urgently want a penpal (male or female). Interests are computers, football and pop music. I have over 200 games. Please send a photo. I would like to know how to use POKEs. All letters answered. Keith McConnachie, 321B Great Northern Road, Woodside, Aberdeen, Scotland AB2 2AS.

■ Lonely 14 year old boy looking for shy attractive female aged 12-16 in the London area to swop games. Please enclose a photo. Write to Toby Murray, 41 Hoxton Street, Shoreditch, London N1.

■ 15 year old +2 owner wishes to swop software — 150 games to swop. Please include a list of your games and write to 6 Marks Avenue, Chipping Ongar, Essex CM5 9AY.

■ Mad male Speccy owner into all games wants male/female penpal, about 14-15 years old to swop game and tips. Must like music and have a sense of humour. Write to Mark Rogers, 21 East Street, Greytown, Wairorapa, New Zealand.

■ I'm looking for a 16+ penpal interested in arcade games and good music. Send your list for mine and a photo if possible. All letters will be answered quickly, so get writing to Justin Webb, 8 Waylen Street, Reading, Berks RG1 7UR.

■ 16 year old male seeks penpal (preferably female) for software swopping, correspondence, hints and tips etc. All letters answered. Write now to Neil Moulding, 46 Park Avenue, Allerton Bywater, Castleford, W Yorks.

■ Male, 13, would like a good looking female 13+ to swop hints, games and other stuff. Interests include football (especially Chelsea FC). Must live in London. Write to Darren Westwood, 133 Phyliss Avenue, Motspur Park, New Malden, Surrey KT3 6LB.

■ I am 12 years old. I would like penpals of around the same age to swop hints and software with. Please write to Jeremy Holmes, 4 Charnwood Road, Salisbury, Wilts SP2 7HT.

■ Hi! Fun loving 16 year old female seeks 16-19 year old male (preferably not Speccy mad). Likes most pop groups and enjoys going out and about. Write to Corinne Wilkinson, Wyandotte Inn, Park Road, Kenilworth, Warwickshire CV8 2GF.

■ Penpal wanted. Write to me now if you are human, aged 13-15, like Speccies, martial arts and music. Males, females and aliens welcome. Alistair Wade, 117 Blachford Road, Ivybridge, Devon PL21 0AE.

■ I am a 15 year old boy who would like to get in touch with Speccy owners from all over the world. Please write to me. Vidar Vassli, Hoelsand, 6600 Sunndalsøra, Norway.

■ Hi! Female penpal wanted aged 12-13. I'm into computers, RPGs and music. Write to Ian Hogg, 16 Polmont Road, Laurieston, Falkirk, Stirlingshire, Scotland.

■ 13 year old seeks Speccy mad teenager (13+). I have the latest arcade games — *Gauntlet, Uridium* etc. I have a 128+2. Write to Nick, 79 Burns Road, Wellingborough, Northants NN8 3RP.

■ 15 year old girl wants male penpal of about the same age. Interests include drama and Marilyn Monroe. Write to Joanne, 6 Langley Close, Sandbach, Cheshire CW11 0YJ. Please send a photo too.

■ Lonely 17 year old male seeks female (16-17). Good sense of humour, likes music, computers and having a good time. Would prefer replies from a nearby area or possible the same town. Write to Steven Farmer, 72 Plumbe Street, Burnley, Lancs BB11 3AW.

■ A lonely Speccy owner needs a female quickly. I like Madonna, shoot 'em ups and going down the arcades. I would be pleased if you could send a photo too. Write to Matthew Lanzon, 53 The Curve, Peel Common, Gosport, Hants PO13 0RA.

■ Please write to me. I have stacks of software and POKEs (400+ games). Please write to Peter Machen, 23 Ridge Road, Hillcrest, 3610 Natal, South Africa.

■ I have over 800 titles and would like a penpal to swop with. Send your list for mine, all letters answered. Please write to Paavo Mottonen, Lasimestarintie 36, 67300 Kokkola 30, Finland.

■ 16 year old boy wants to swop games and other things with people all around the world. Send your list for mine to Guillermo Perucho, La Sequia, 20-Vila Nova de Castello, 46270 Valencia, Spain.

■ 11 year old boy would like a female penpal aged 11-13. Must own a Speccy. Will swop software. Write to Lewis Hill, 2 Price Road, Friar Park, Wednesbury WS10 0EY.

■ Anyone who has a +2 and is learning machine code, please write. Male or female, aged 15-17. Must be mad about computers (if you see Mike, tell him!) Write to Tim Hewitt, 8 Mile Planting, Richmond, N Yorks.

■ 15 year old male seeks good looking 13-17 year old female Speccy user. Please send photo. Simon Read, 3 Charnwood Drive, Fordingbridge, Hants SP6 1LE.

■ 14 year old boy seeks attractive girl aged 13-16. Must have a Speccy. Please send a photo. Write to Darren Regan, 8 Beaufort Road, Great Moor, Stockport, Cheshire SK2 7LU. Must live in Britain.

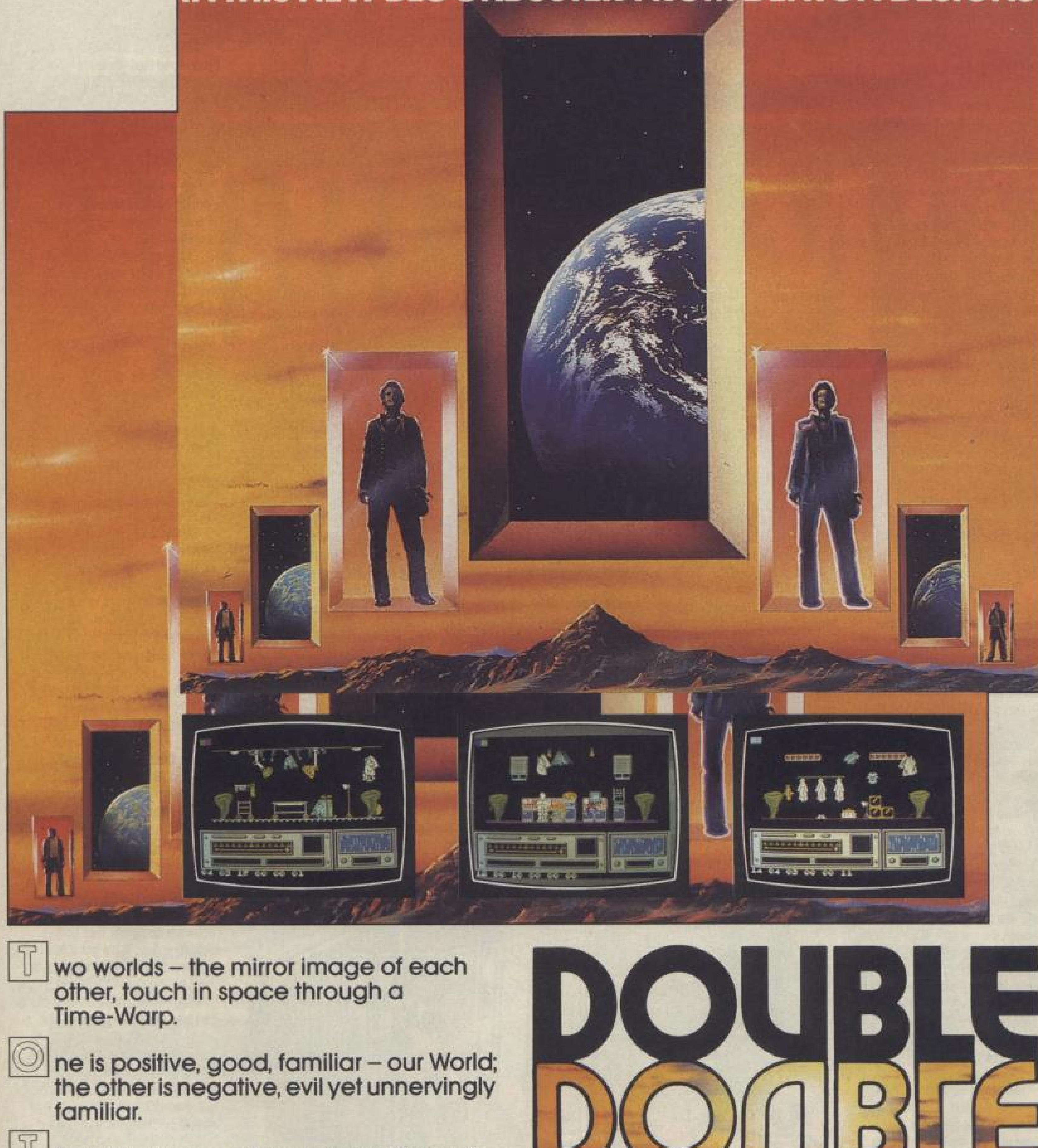
■ I am a 21 year old 128+2 owner who wants to swop letters, 48K and 128K software and tips. Send lists to M Hurley, 23 The Crescent, Curraheen, Bishopstown, Cork, Ireland.

■ Hi! I'm 12 years old and seek a penpal interested in computers, football and music. About the same age as me. All letters replied to. Write to David Gilfillan, 5 Kielder Close, Newsham Farm Estate, Blyth, Northumberland NE24 4QH.

■ 23 year old Speccy basher wants to swop games, hints, tips or whatever. I've only owned a Speccy for three months. Write to Ian Powell, 41 Falcons Way, Mytton Oak Farm, Copthorne, Shrewsbury SY3 8ZG.

Editor Teresa Maughan; **Senior Art Editor** Hazel Bennington; **Production Editor** Sara Biggs; **Assistant Editor** Phil South; **Staff Writer** Marcus Berkmann; **Designer** Darrell King; **Contributors** Luke C, Chris Donald, Mike Gerrard, Tony Hetherington, Ian Hoare, Gwyn Hughes, ZZKJ, Tommy Nash, Rick Robson, Rachael Smith; **Advertisement Manager** Mark Salmon; **Advertisement Executive** Julian Harriott; **Production Manager** Sonia Hunt; **Managing Editor** Kevin Cox; **Publisher** Roger Munford; **Publishing Director** Stephen England; **Published by** Sportscene Specialist Press Ltd, 14 Rathbone Place, London W1P 1DE. **Telephone (all departments)** 01-631 1433. **Telex** 8954139 BunchG. Company registered in England; **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web Offset, St Austell, Cornwall; **Distribution** Seymour Press, 334 Brixton Road, London SW9. Telephone 01-733 4444. *Your Sinclair* is a monthly publication.

REPEL THE DOPPELGANGER WORLD OF ANTI-MATTER
IN THIS NEW BLOCKBUSTER FROM DENTON DESIGNS



Two worlds – the mirror image of each other, touch in space through a Time-Warp.

One is positive, good, familiar – our World; the other is negative, evil yet unnervingly familiar.

Their interface – a time window through which objects and beings can pass; contact has resulted in the beginning of exchange.

Restore our World – stop the invasion, but do it <u>now</u>, for as the exchange accelerates, the time window grows larger – domination is a hand!

DOUBLE DOUBLE TAKE

STARTLING ACTION · INNOVATIVE GAME PLAY · STATE OF THE ART GRAPHICS



ocean

6 Central Street • Manchester M2 5NS • Tel: 061 834 3939 • Telex: 669977

T'zers

Bet you can't guess what I'm doing this month? It's incredible, amazing even. No, I'm not hang-gliding off the Post Office Tower wearing a rubber wet suit! Nor am I trapped in a nuclear submarine dressed as a Care Bear with a whole load of software bods — periscope the thought! No, I've decided that since this is April Fool time I'm not going to do anything out of the ordinary 'cos you wouldn't believe me anyway.

So, what's the juicy gossip this month? There isn't any! Ha ha, April Fool! There's actually zillions. What better place to start than with Richard Tidsall from US Gold, "Hi, it's Tizzy here. Thought I'd let you know what US Gold is up to. **World Games** should be ready for release in April and you should also be seeing **Temple Of Terror**, **Sword Of Samurai** and **Express Raider** pretty soon. We've also got a brilliant arcade game from Ultimate called **Bubbler**. You have to stop wicked aliens escaping from a load of bottles." Put a cork in it! "I beg your pardon." The bottle I mean. "Oh I see! Anyway, must fly. Bye!"

Talking of bottles, Elite is bringing out **Six Pack** for Easter. It'll contain **Antiriad**, **Scooby Doo**, **1942**, **Jet Set Willy II**, **Fighting Warrior**, **Split Personalities** and a new game called **Duet**. Hang on a minute — that's seven!! That should give you more six appeal! Which reminds me, Tom 'Yes I do look like Charles Dance, don't I?' Watson rang with some news on Beyond. **Star Trek** is nearly finished on the ST but nothing can be finalised until everyone and his dog (woof) vaguely connected with Star Trek okay yahs it! The Speccy version should be out in April to coincide with the release of the film, though it's got naff all to do with it. In fact Beyond isn't allowed to tie in anything with the film which is why it's changing the title to **Star Trek: The Rebel Universe**. Highly logical I must say. There's also **Druid II** but watch this page (it does tricks) for more details.

Brrrrrring brrrrrring! "Hello, it's Mike Daniels. Guess what Konami's new releases are? Give up yet? Well, one begins with S and the other with J, bu can't tell you any more than th or I'll get kneecapped. Well, they're actually...ugh... help..." The phone's gone deac Never mind. If you can keep a secret I'll tell you the title — it's actually **Alas Smith And Jones** based on the singers Aled Jones and Englebert Humperdink Smith. You'd never believe it would you?

Shock horror — I can't finish T'zers 'cos BT has gone on strike and all the phones are down. How am I going to get in touch with people now? Thwack! Ouch. Flippin' eck, a rock just hurtled through the window. Yummy! It's got something written through the middle. **Battle Of The Bands**. Hey wow, it's Gremlin's new rock music game. Astonishing. Gremlin is also doing a sequel to **Bounder** — **Bounder II** (incredibubble!) Crunch... chomp.. and this bit... yeurch, it's all sticky... says it's doing a game based on MASK, the cartoon series and — oooh la la, what 'ave we 'ere — **Tour De Force**, a bike racing game.

Hey, there's Phil. "Pant... pant... puff... wheeze. Hey, T'zer, I just ran into Greg Follis..." Did he mind? "No, but he did tell me that Gargoyle is thinking of bringing out another game based on the street environment like **Shockway Rider** but that's a bit up in the air." A bit like you really. "How's that for a Philler?" You're fired!

Yum, yum, yum. I lurve beetroot and banana sandwiches. It gives me an incentive to carry on working. And how 'strordinary that Incentive happens to be working on a very big project that Ian Andrews can't talk about — maybe he's got laryngitis. Now for some really hot gossip — Bubblebus has licensed **The Kenny Everett Video Show**. In the first game Kenny will actually appear on the screen by being shrunk down to actual pixel size by a contraption called a migitiser. Groovy, ma cheries. Watch out for it later this century.

What's this? A package with a secret tape in. Let's play it back to see what it says. Good heavens, that's disgusting! All that panting and groaning. Oops, sorry, I put my Dame Edna workout tape on by mistake... noises of tape shuffling... crackle... plonk... click. Well, stap me vitals, Hewson is working on loads of projects. There's **Exolon**, an arcade game, another arcade game project called **Project** for the time being and **Somerset And Dorset** — a steamy game along the lines of **Southern Belle**. Oh haylp, there's a traaain coming right to get little ol' me!

Oh, it's **Traxxion** from CRL — you're a reactor in space travelling round a military monorail on a train that's unstoppable. All you can do is shoot the points to change direction. It's also bringing out **Daystar** (a kind of **Gauntlet** with a difference) and **NATO Assault**, a strategy game on the army. They'll all be out in June. Yee-hah! Wars seem to be rather popular at the moment — CCS is releasing **Zulu Wars** (Um Bongo, they drink it in the jungle) and **Yankee** — based on the American Civil War.

And talking of Yankees, which we were, here's a satellite message from JR. "Hi there. Swellin, Barby and me, well we thought you'd like to know that we've just been licensed by... drawl... Macsen. I get shot by that idiot Barnes but he mistakes Miss Ellie for me. Swellin goes on the wagon and Pam has a brain implant. But then we all wake up and realise it was only in the script. Should be real good." **Dallas** will be out by the time little John Ross is courting dames.

Maybe that satellite was the same one that stars in Martech's latest project, **Satellite Wars (SDI)**. It takes place in 2006 when the Star Wars programme launched by Ronald 'okay Ed' Raygun is at its climax.
Keep your optic devices peeled for an a-mazing arcade shoot 'em up called **Pulsator** and **Pyramid Power** — a game with a difference.

G'day sports! Mastertronic must be pretty loaded 'cos we hear it just went out and bought a cauliflower, 2lbs of steak, a bottle of tomato ketchup, oh and Melbourne House. Not so much a take over — more a down under cobbers. But never fear 'cos it'll still be producing full price games like **Lord Of The Rings — The Arcade Game** and **Doc The Destroyer** who's a futuristic superhero on a quest to save the world from impending doom. All games will be £7.95 from now on. Yippee!

Something fishy's been going on at Piranha. Eel tell you what it is. Berk is back in the autumn in a sequel to **Trap Door**. It's going to be quite different to the original, though it'll still have those amazing graphics. It'll also be releasing **Yogi Bear** (okay Boo Boo) and **Roy Of The Rovers** sometime in the summer. Sounds great.

Ariolasoft has lots of booty for you to play with. There's **Death Scape** and **Dog Fight 2187** on the Starlight label, both fast action arcade thingybobs, and **Starfox** on the Reaktor label. This one's got solid modelled graphics (filled vector ones) that rotate and it's sure to get you in a tizzy. "Did someone mention my name?" No Richard. What a coincidence — another software company that begins with A — Argus. It's got a new game called **Tube** coming out in April on the Quicksilva label.

Infogrames is launching a game that begins with A. It really is a funny old world, eh? **Apocalypse** is a war game that was originally developed by another company but was never released. It's been tarted up and should be pretty nifty.

Life on the Ocean wave is obviously fun. Gary The Gambler from Ocean tells me that it's releasing **Slapfight** fairly soon. It's a shoot 'em up that's based on the Tito coin-op. "It's cost me a fair penny though on the bets I've had with Paul Finnegan on getting the highest score." Ocean's also releasing a follow-up to **Donkey Kong** that'll be called **Mario Brothers**.

Well, that's it for T'zers, though I'll leave you with a T'zer to be going on with. If you've got eagle eyes (and groping hands) you'll have noticed that there are a couple of red herrings this month. If you know what they are write in and tell me and the first person with the correct answer wins a — raw red herring. Pooh!

Teresa Maughan

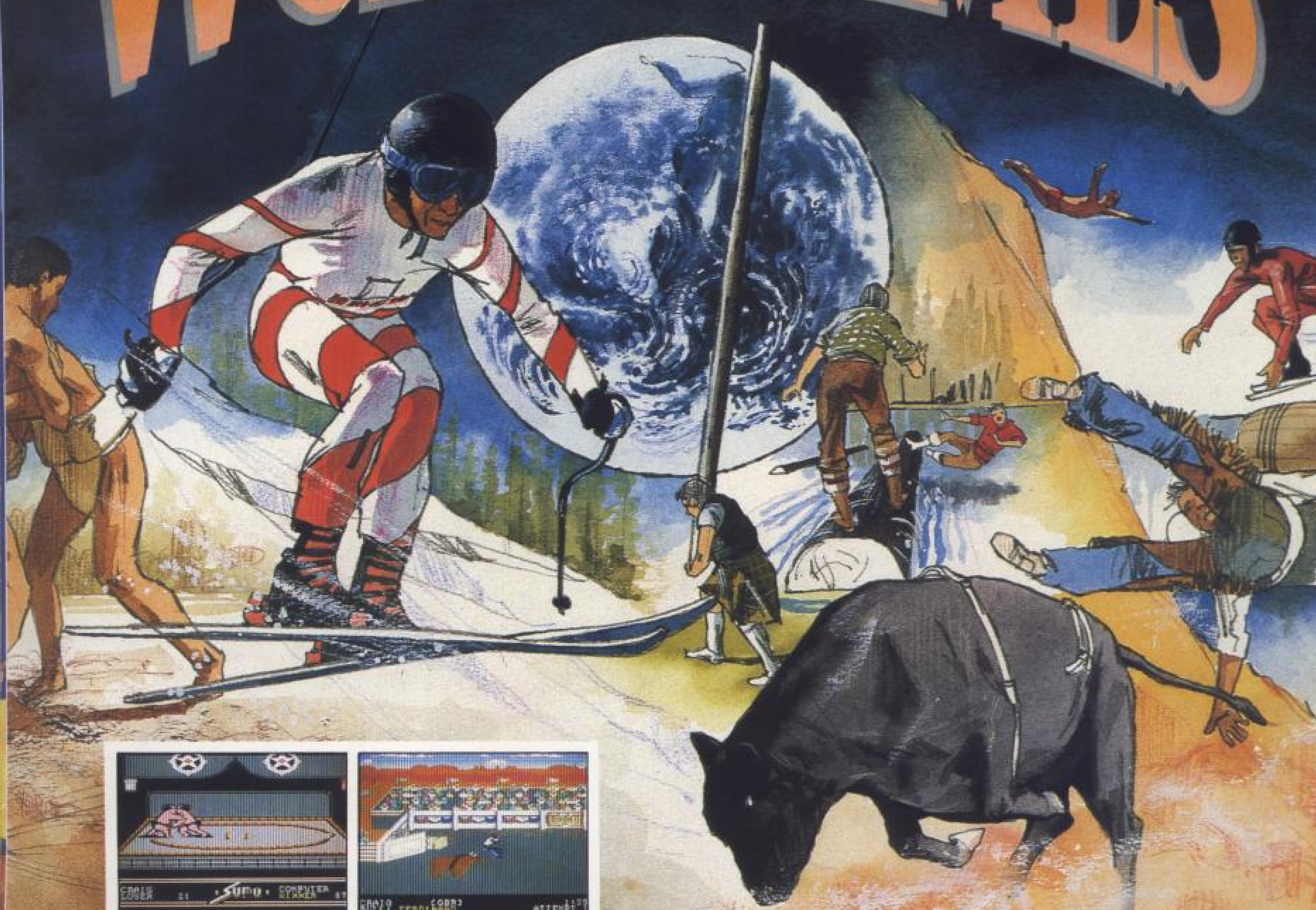


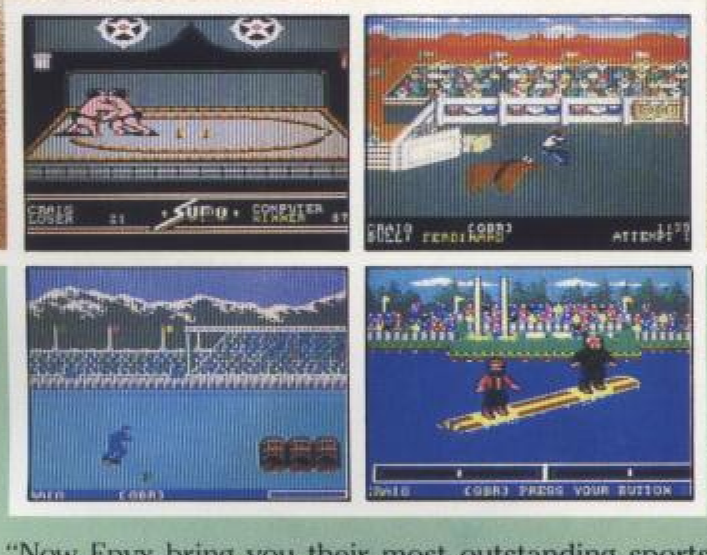
Piranha bears its Boo Boo! Watch out for its latest licensed game — *Yogi Bear*.

Illustration: Nick Davies

Now you can experience the World's Greatest Sporting Challenge...

WORLD GAMES





Alright. So you've wiped out the Russians in Summer Games.® You've scored near perfect 10s in Summer Games II.™ And your performance in Winter Games™ now sends chills down competitor's spines. Well, just how far are you willing to go to prove you're the best? Does 24,000 miles sound reasonable?

Visit exotic places.
In World Games,™ you'll wing your way around the globe beating the pants off foreigners in eight international events, each one authentic to its country of origin. You'll see incredible, exotic locales as you travel the world circuit. Why, you'll even have your own on-screen tour guide to smooth your way.

The events the Olympics forgot.
To become the champion, you'll have to dive off the treacherous cliffs of Acapulco. Go stomach to stomach with a 400 pound Japanese sumo wrestler. Jump barrels in Germany. And pump heavy iron in Russia.

Next, it's off to Scotland for the caber toss. Canada, for the near impossible log roll. France, to ski the Slalom. And, at last, the U.S. of A., to ride the meanest bull in the states.

This, then, is a challenge of global proportions. The question is, are you ready to go the distance?

Eight international events: Cliff Diving, Sumo Wrestling, Bull Riding, Barrel Jumping, Log Rolling, Weight Lifting, Slalom Skiing, and, of course, the Caber Toss.

Visit eight nations to compete.

Join the World Hall of Fame. That is, if you acquire the gold. One to eight players.

"Now Epyx bring you their most outstanding sports simulation to date – World Games, featuring eight exciting new events from around the world to test your joystick mettle to the full." **Zzap 64**

Commodore 64/128	**£9.99** cass. **£14.99** disk
Spectrum 48K	**£8.99** cass.
Amstrad	**£9.99** cass. **£14.99** disk
Atari ST	**£24.95** disk

U.S. Gold Limited
2/3 Holford Way
Holford
Birmingham B6 7AX
Telephone:
021-356 3388

U.S. GOLD All American Software

EPYX ™

NOW FROM THE AUTHORS OF BATMAN COMES...



DOUBLE TROUBLE

Hi! My name's Mr. Head. Some say I'm the one with the brains but I don't think my flat footed friend would agree. I'm a real sharp shooter, but without my pal Mr. Heals I'd get nowhere fast... or slow! I can jump like a flea and even glide but Heals is the Daley Thompson of the two of us – he's FAST! Together, if we can find each other, we really do make an awesome twosome, and that's the only way we can overcome the emperor Blacktooth. The last time we entered Castle Blacktooth we found the crowns of THREE of the supressed kingdoms but by that time I'd run out of doughnut ammunition and my buddy was lost somewhere in the Safari world – it was the closest we had come to defeating that rapscallion – we were jumping for joy, splitting our sides, dying with laughter... we were Head over Heals!

SPECTRUM **£7·95** MSX **£8·95** COMMODORE **£8·95** AMSTRAD

ocean

Ocean Software · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 Oceans G